



Philip

29

STAMMA

ON THE

GAME OF CHESS,

CONTAINING

NUMEROUS OPENINGS OF GAMES,

AND

ONE HUNDRED CRITICAL SITUATIONS,

Illustrated on Coloured Diagrams.

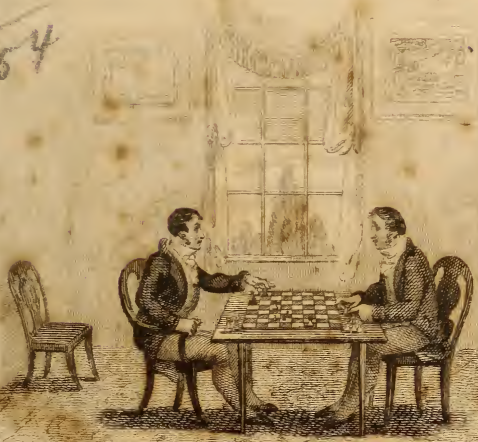
A NEW AND IMPROVED EDITION, WITH NOTES AND REMARKS.

BY WILLIAM LEWIS

Author of 'Oriental Chess.'



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PREFACE.

OF the numerous publications on the game of Chess, Stamma's Treatise appears to be less known than it deserves; this may be chiefly attributed to the notation adopted by him, which is generally considered so tedious and fatiguing, that the Editor has met with remarkably few persons who have played the whole of his games.

In presenting this edition to the public, the Editor has endeavoured to render it more useful and instructive than the preceding editions; he has consequently entirely discarded

Stamma's notation of the games, and has adopted that used by Philidor, which is now so well known that a description of it is unnecessary. Many of Stamma's openings are scientifically played, and should be known by every amateur; it must however be confessed, that had he made remarks on the principal moves, much more improvement would be derived from studying them; the Editor has endeavoured to supply this deficiency by occasional notes and observations.

All the critical situations are here given in diagrams, in the same manner as in the Editor's "ORIENTAL CHESS:" the advantages this method possesses over all others are generally acknowledged; not only does it facilitate placing the situations on the chess board, but it even renders the use of one unnecessary, as very little practice will

enable the amateur to play the situation from the diagram only, and to many this will be attended with more advantage than using the board, on which some players are too apt to move about the pieces, until, after repeated trials, they find out the proper moves; however amusing this may be, the amateur may rest assured that he will derive but little instruction from these positions, unless he endeavour to discover the method of winning or drawing them before he moves a piece.

The Editor has not followed the same order in the situations as Stamma, but has arranged them according to the number of moves in which the checkmate &c. is effected, beginning with the easiest; in a few instances the Black may delay the checkmate beyond the given number of moves, by sacrificing one or two pieces; the Editor has, however,

not thought it necessary to make any alteration in the diagram on that account, he therefore still calls that a checkmate in six moves which may by one or two useless sacrifices be delayed to the seventh or eighth move.

All the situations have been repeatedly and carefully examined, and the Editor trusts they will now be found free from error.*

The solutions are printed separately from the diagrams, and the reader is recommended not to refer to them until he has in vain endeavoured to find out the proper method of playing the situations, for it is unquestionable, that more real improvement will be derived

* An error remains to be corrected in No. 48, page 184; the Black Kt. should be placed on Black K.'s third square, instead of K. B. square: in the situation as printed the checkmate can be given in five moves.

from attentively studying one situation, than from playing a dozen with the solutions.

As the “Advice to young Players” contains many useful remarks, it has been inserted in this edition; and nothing has been omitted but Stamma’s Preface, which is not peculiarly interesting.

W. L.

Nassau Street, Soho,

June, 1818.

EXPLANATION
OF
THE FIGURES USED IN THE DIAGRAMS.



King



Queen



Rook



Bishop



Knight



Pawn

The Red pieces are supposed to have been placed at the beginning of the game at the bottom, and the Black at the top of the diagram. The Red has invariably the first move.

ADVICE
TO
YOUNG PLAYERS.

YOUR first view should be to open the game so as to make way for your pieces to come out, that you may post them advantageously, and have them in readiness, both to attack and defend.

This is best done by advancing proper pawns; these are the king's, the queen's, and the queen's bishop's pawns. The three pawns on the king's side should remain unmoved, in order to guard him and secure a retreat for him when he castles.

Castle as soon as you can conveniently. This is sometimes so necessary to be done without delay, that it may be worth while to abandon a pawn rather than lose the opportunity.

If you bring out your pieces too soon, before you have opened their road, they will confine your

pawns and crowd your game ; if you play them near the adversary, so that he may drive them back by pushing his pawns, the same bad consequence must follow ; in this case you lose a move, and that alone may probably be the loss of the game ; your adversary perhaps gains a move on his side that helps his game forwards ; or it may be in his power to hunt your piece till he catches it, or drives it where it may be useless to you by the difficulty of bringing it again into play ; thus you may lose several moves.

One exception to this rule is, when you play a piece thus, in order to get into a safe and advantageous post at the next move.

But in general it is best to bring out your pieces under the protection of your pawns, which likewise, by being advanced, leave places of safety for them to retire to in case they are driven, though you must avoid exposing them to it.

Never let your king lie in danger of receiving a check by discovery, that is to say, in such a position, that your adversary by removing one piece opens a check by another behind.

A double check may be still worse.

If a pawn stands before your king in a direct line, and it is in your power to take it with a piece, look first whether your adversary cannot pin that

piece down, by bringing a rook behind it, and take it at the next move, either with his rook or by pushing a pawn upon it.

If your adversary plays or leaves a piece, where it lies in your power to take it, as you may at first sight think, for nothing, do not immediately conclude it to be through inadvertency, especially if he is a good player; but consider whether by taking it you do not expose yourself to a mate, or at least to pay too dear for what you get.

Sometimes a bait of this kind may lead even your queen into a place where she may be so entangled, or detained out of the way, as not to be set free in several moves, if at all, to come to your assistance.

He that has a piece or a pawn advantage, is commonly in the right to make an exchange as often as he can conveniently; it increases the odds on his side, for two to one is greater odds than three to two; yet let him consider before he does it, whether he may not lose a move instead of getting one, or mend his adversary's situation, and perhaps spoil his own.

Concerning the Second Part.

IF a young, or a middling player, when he sets up any of these positions, will endeavour to find of him-

self ways to win them without looking into the directions, I think he must improve by it. This method continued, will use him to take a view of both sides of the game, and examine where their strength, and their weakness lies; to form some scheme for an attack; to consider how to begin this attack, and how to support it; as also which of his adversary's pieces can annoy or obstruct him; lastly, to reckon and carry several moves on both sides in his head.

In some of these games I have given the losing side some pieces that might be left out, since they are so placed that they can do no service; but they shew the disadvantage of a crowded ill-disposed game, and that, by bad play, several pieces may lie quite out of the way, or be so choked up as to become useless by their position.

S T A M M A.

First Game.



1.

WHITE. K P. two squares

BLACK. The same

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. The same

4.

W. Q. P. one square

B. The same

2

5.

W. K. Kt. to adv. K. Kt's. fourth square *

B. Q. to K. B. third square †

6.

W. K. B. takes K B. P. and checks ‡

B. K. to his B. square

7.

W. K. castles

B. K. R. P. one square

8.

W. K. B. takes K. Kt.

B. K. R. P. takes K. Kt.

9.

W. K. B. to adv. Q. fourth square

B. Q. Kt. to adv. Q. fourth square §

10.

W. Q. B. P. one square

B. Q. to K. R. third square

* This move is exceptionable, the attack being premature, it would be better to castle or to play Q. B. P. one square.

† This is a better move than playing K. Kt. to K. R. third square.

‡ White instead of this move should castle, or play Q. to K. second square.

§ This is a very good move, as it prevents the White from playing his Q. to K. B. third square, which would considerably weaken the attack of the Black.

3

11.

W. K. R. P. one square

B. Q. B. takes K. R. P.

12.

W. Q. B. P. takes Q. Kt.

B. Q. B. takes K. Kt. P.

13.

W. K. takes Q. B.

B. Q. to adv. K. R. third square, checks, and will
check-mate the next move.

FIRST VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. *to K. B. third square*

B. Q. Kt. *to Q. B. third square*

3.

W. K. B. *to Q. B. fourth square*

B. *The same*

4.

W. Q. P. *one square*

B. *The same*

4

5.

W. K. Kt. to adv. K. Kt. fourth square

B. Q. to K. B. third square

6.

W. K. B. takes K. B. P. and checks

B. K. to his B. square

7.

W. Q. to K. second square

B. K. R. P. one square

8.

W. K. B. takes K. Kt.

B. Q. Kt. to adv. Q. fourth square

9.

W. Q. to her second square

B. P. takes K. Kt.

10.

W. K. B. to Q. B. fourth square

B. Q. Kt. to adv. K. B. third square and checks

11.

W. K. Kt. P. takes Kt.

B. Q. takes P.

12.

W. K. R. to K. B. square

B. K. R. takes K. R. P.

13.

W. Q. B. P. one square

B. Q. B. to adv. K. R. third square

5

14.

W. Q. P. one square
B. Q. B. takes K. R.

15.

W. K. B. takes Q. B.
B. P. takes P.

16.

W. P. takes P.
B. Q. R. to K. square *

17.

W. Q. Kt. to Q. B. third square
B. K. B. to adv. Q. Kt. fourth square.
White must evidently lose the game.

SECOND VARIATION,

BEGINNING AT THE THIRTEENTH MOVE OF THE FIRST
VARIATION.

1.

W. K. P. *two squares*
B. *The same*

2.

W. K. Kt. to K. B. *third square*
B. Q. Kt. to Q. B. *third square*

* This is much better than taking the Pawn with the Queen.

6

3.

W. K. B. to Q. B. fourth square

B. The same

4.

W. Q. P. one square

B. The same

5.

W. K. Kt. to adv. K. Kt. fourth square

B. Q. to K. B. third square

6.

W. K. B. takes K. B. P. and checks

B. K. to his B. square

7.

W. Q. to K. second square

B. K. R. P. one square

8.

W. K. B. takes K. Kt.

B. Q. Kt. to adv. Q. fourth square

9.

W. Q. to her second square

B. K. R. P. takes K. Kt.

10.

W. K. B. to Q. B. fourth square

B. Q. Kt. to adv. K. B. third square and checks

11.

W. P. takes Q. Kt.

B. Q. takes P.

12.

*W. K. R. to K. B. square**B. K. R. takes K. R. P.*

13.

*W. Q. P. one square**B. P. takes P.*

14.

*W. K. B. to K. second square**B. Q. takes K. P.*

15.

*W. Q. takes P. at adv. K. Kt. fourth square**B. Q. B. to K. B. fourth square*

16.

*W. Q. to K. B. fourth square**B. Q. takes Q. B. P.*

17.

*W. Q. Kt. to Q. second square***B. Q. R. to K. square.**White must lose the game.*

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE WHITE.

1.

*W. K. P. two squares**B. The same*

* If the White take the Rook, Black will win the game in three moves.

8

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. *The same*

4.

W. Q. P. one square

B. *The same*

5.

W. K. Kt. to adv. K. Kt. fourth square

B. Q. to K. B. third square

6.

W. K. B. takes K. B. P. and checks

B. K. to K. B. square

7.

W. Q. to Q. second square *

B. K. R. P. one square

8.

W. K. B. takes K. Kt.

B. K. takes K. B.

9.

W. K. Kt. to K. B. third square

B. Q. B. to adv. K. Kt. fourth square

* If the White play the Queen to K. B. third square, Black will gain a piece by exchanging Queens, and then advancing K. R. P. one square.

9

10.

W. Q. to her square

B. Q. Kt. to adv. Q. fourth square

11.

W. Q. Kt. to Q. second square

B. Q. R. to K. B. square

12.

W. Q. B. P. one square

B. Q. Kt. takes Kt. and checks

13.

W. Q. Kt. takes Kt.

B. Q. B. takes Kt.

14.

W. P. takes Q. B.

B. Q. takes P.

Black will gain a pawn with a good position.

FOURTH VARIATION,

BEGINNING AT THE TENTH MOVE OF THE THIRD VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. to K. B. *third square*

B. Q. Kt. to Q. B. *third square*

3.

W. K. B. to Q. B. *fourth square*

B. *The same*

10

4.

W. Q. P. one square

B. *The same*

5.

W. K. Kt. to adv. K. Kt. fourth square

B. Q. to K. B. third square

6.

W. K. B. takes K. B. P. and checks

B. K. to K. B. square

7.

W. Q. to Q. second square

B. K. R. P. one square

8.

W. K. B. takes K. Kt.

B. K. takes K. B.

9.

W. K. Kt. to K. B. third square

B. Q. B. to adv. K. Kt. fourth square

10.

W. K. Kt. to its square

B. Q. R. to K. B. square

11.

W. K. B. P. one square

B. Q. to adv. K. R. fourth square and checks *

* This appears to be a useless check, as the Queen may be immediately forced to retreat by the advance of the K. Kt. P. this is, how-

11

12.

W. K. Kt. P. one square

B. Q. to K. B. third square

13.

W. Q. to her square

B. Q. Kt. to adv. Q. fourth square *

14.

W. Q. Kt. to Q. second square

B. K. to K. R. second square

15.

W. Q. R. P. one square †

B. Q. R. P. two squares

16.

W. Q. Kt. P. one square

B. Q. R. to K. B. second square

17.

W. Q. B. to Q. Kt. second square

B. K. R. to K. B. square.

Black has the better game.

ever, rather in favour of the Black, as the subsequent moves show; had the White moved the K. to Q. square, Black would have gained a Pawn after taking K. Kt. with K. B.

* Black should take K. Kt. and then K. B. P.

† It would be better to move Q. B. P. one square.

FIFTH VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE FOURTH
VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. *to K. B. third square*

B. Q. Kt. *to Q. B. third square*

3.

W. K. B. *to Q. B. fourth square*

B. *The same*

4

W. Q. P. *one square*

B. *The same*

5.

W. K. Kt. *to adv. K. Kt. fourth square*

B. Q. *to K. B. third square*

6.

W. K. B. *takes K. B. P. and checks*

B. K. *to his B. square*

7.

W. Q. *to Q. second square*

B. K. R. P. *one square*

8.

W. K. B. *takes K. Kt.*

B. K. *takes K. B.*

13

9.

W. K. Kt. to K. B. third square

B. Q. B. to adv. K. Kt. fourth square

10.

W. K. Kt. to its square

B. Q. R. to K. B. square

11.

W. K. B. one square

B. Q. to adv. K. R. fourth square and checks

12.

W. K. to his B. square

B. K. B. takes K. Kt.

13.

W. K. takes K. B.

B. Q. B. takes K. B. P.

14.

W. P. takes Q. B.

B. Q. Kt. to adv. Q. fourth square

15.

W. Q. to K. B. second square

B. Q. Kt. takes P. and checks

16.

W. K. to K. Kt. second square

B. Q. to adv. K. Kt. fourth square and checks

17.

W. Q. to K. Kt. third square

B. Q. Kt. to adv. K. R. fourth square and checks.

Black wins the game in two moves.

Second Game.



1.

W. K. P. two squares

B. The same

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. The same

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5.

W. Q. Kt. P. two squares *

B. K. B. to Q. Kt. third square

6.

W. Q. Kt. P. one square

B. Q. Kt. to Q. R. fourth square

* It is generally bad play to advance the Knight's or Rook's Pawns early in the game.

15

7.

W. K. Kt. takes K. P.

B. Q. P. two squares *

8.

W. K. P. takes Q. P.

B. Q. Kt. takes K. B.

9.

W. K. Kt. takes Q. Kt.

B. Q. takes P.

10.

W. Q. to K. second square and checks

B. Q. B. to K. third square

11.

W. K. Kt. takes K. B.

B. Q. takes K. Kt. P.

12.

W. K. R. to K. B. square

B. Q. R. P. takes K. Kt.

13.

W. K. B. P. one square

B. Q. takes Q. and checks

14.

W. K. takes Q.

B. Q. B. to adv. Q. B. fourth square and checks.

Black has the better game.

* Black would recover the Pawn either by taking the K. B. and then the K. P. or by castling.

FIRST VARIATION,

BEGINNING AT THE TWELFTH MOVE OF THE WHITE.

1.

*W. K. P. two squares**B. the same*

2.

*W. K. Kt. to K. B. third square**B. Q. Kt. to Q. B. third square*

3.

*W. K. B. to Q. B. fourth square**B. the same*

4.

*W. Q. B. P. one square**B. K. Kt. to K. B. third square*

5.

*W. Q. Kt. P. two squares**B. K. B. to Q. Kt. third square*

6.

*W. Q. Kt. P. one square**B. Q. Kt. to Q. R. fourth square*

7.

*W. K. Kt. takes K. P.**B. Q. P. two squares*

8.

*W. K. P. takes Q. P.**B. Q. Kt. takes K. B.*

9.

*W. K. Kt. takes Q. Kt.**B. Q. takes P.*

10.

*W. Q. to K. second square and checks**B. Q. B. to K. third square*

11.

*W. K. Kt. takes K. B.**B. Q. takes K. Kt. P.*

12.

*W. K. Kt. takes K. R.**B. Q. takes K. R. and checks*

13.

*W. Q. to K. B. square**B. Q. takes K. R. P.*

14.

*W. K. Kt. takes Q. B. P. and checks**B. Q. takes K. Kt.*

15.

*W. Q. B. to Q. R. third square**B. Q. B. to adv. Q. B. fourth square*

16.

*W. Q. P. one square**B. Q. B. takes Q. Kt. P.**Black has a decided advantage.*

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. Kt. to K. B. *third square*B. Q. Kt. to Q. B. *third square*

3.

W. K. B. to Q. B. *fourth square*B. *The same*

4.

W. Q. B. P. *one square*B. K. Kt. to K. B. *third square*

5.

W. Q. Kt. P. *two squares*B. K. B. to Q. Kt. *third square*

6.

W. Q. to Q. Kt. *third square*B. K. *castles*

7.

W. Q. P. *one square*B. Q. R. P. *two squares*

8.

W. Q. Kt. P. *one square*B. Q. P. *two squares*

19

9.

W. K. P. takes P. *

B. Q. R. P. one square

10.

W. Q. to Q. R. third square

B. Q. Kt. to Q. R. fourth square

11.

W. K. castles

B. K. P. one square

12.

W. K. Kt. to K. square

B. Q. B. to adv. K. Kt. fourth square

13.

W. K. Kt. to Q. B. second square

B. Q. B. to adv. K. second square

14.

W. K. R. to K. square

B. K. P. takes Q. P.

The moves of the Black are skilful, those of
the White are very ill played.

THIRD VARIATION,

BEGINNING AT THE ELEVENTH MOVE OF THE SECOND
VARIATION.

1.

W. K. P. *two squares*

B. *The same*

* White ought to take Q. Kt. instead of taking Q. P.

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. *The same*

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5.

W. Q. Kt. P. two squares

B. K. B. to Q. Kt. third square

6.

W. Q. to Q. Kt. third square

B. K. castles

7.

W. Q. P. one square

B. Q. R. P. two squares

8.

W. Q. Kt. P. one square

B. Q. P. two squares

9.

W. K. P. takes P.

B. Q. R. P. one square

10.

W. Q. to Q. R. third square

B. Q. Kt. to Q. R. fourth square

21

11.

W. Q. takes Q. R. P.

B. Q. B. to adv. K. Kt. fourth square

12.

W. Q. Kt. to Q. second square

B. K. R. to K. square

13.

W. K. castles

B. K. P. one square

14.

W. P. takes K. P.

B. K. Kt. takes P.

15.

W. K. B. to Q. third square

B. Q. B. takes K. Kt.

16.

W. Q. Kt. takes K. Kt. (*or A*)

B. Q. B. takes Q. Kt.

17.

W. K. B. takes Q. B.

B. Q. to adv. K. R. fourth square *

* White must lose a piece in order to avoid being check-mated,
f or if he were to play

8.

W. K. B. to Q. B. second square

B. Q. takes K. B. P. and checks

9.

W. K. R. takes Q.

B. K. R. to adv. K. square and check-mates.

(Or A)

16.

W. Q. Kt. takes Q. B.

B. Q. takes Q. P.

17.

W. Q. to Q. B. second square

B. Q. Kt. to adv. Q. Kt. third square.



FOURTH VARIATION,

BEGINNING AT THE FIFTEENTH MOVE OF THE THIRD
VARIATION.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. Kt. to K. B. *third square*B. Q. Kt. to Q. B. *third square*

3.

W. K. B. to Q. B. *fourth square*B. *The same*

4.

W. Q. B. P. *one square*B. K. Kt. to K. B. *third square*

5.

W. Q. Kt. P. *two squares*B. K. B. to Q. Kt. *third square*

6.

*W. Q. to Q. Kt. third square**B. K. castles*

7.

*W. Q. P. one square**B. Q. R. P. two squares*

8.

*W. Q. Kt. P. one square**B. Q. P. two squares*

9.

*W. K. P. takes P.**B. Q. R. P. one square*

10.

*W. Q. to Q. R. third square**B. Q. Kt. to Q. R. fourth square*

11.

*W. Q. takes Q. R. P.**B. Q. B. to adv. K. Kt. fourth square*

12.

*W. Q. Kt. to Q. second square**B. K. R. to K. square*

13.

*W. K. castles**B. K. P. one square*

14.

*W. P. takes K. P.**B. K. Kt. takes P.*

24

15.

W. Q. B. to Q. Kt. second square

B. Q. B. takes K. Kt.

16.

W. Q. Kt. takes Q. B.

B. K. Kt. to Q. B. fourth square

17.

W. Q. to Q. Kt. fourth square

B. Q. Kt. takes K. B.

18.

W. Q. takes Q. Kt.

B. Q. R. to adv. Q. R. fourth square.

White must lose the Queen, and consequently
the game.

FIFTH VARIATION,

BEGINNING AT THE NINTH MOVE OF THE SECOND VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. to K. B. *third square*

B. Q. Kt. to Q. B. *third square*

3.

W. K. B. to Q. B. *fourth square*

B. *The same*

25

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5.

W. Q. Kt. P. two squares

B. K. B. to Q. Kt. third square

6.

W. Q. to Q. Kt. third square

B. K. castles

7.

W. Q. P. one square

B. Q. R. P. two squares

8.

W. Q. Kt. P. one square

B. Q. P. two squares

9.

W. Q. Kt. P. takes Kt.

B. Q. P. takes K. B.

10.

W. Q. takes Q. P.

B. P. takes P.

11.

W. Q. takes P.

B. Q. B. to Q. R. third square

12.

W. K. castles

B. Q. B. takes P.

26

13.

W. K. R. to Q. square

B. Q. B. takes K. P.

14.

W. K. R. takes Q.

B. Q. B. takes Q.

15.

W. K. R. takes K. R. and checks

B. Q. R. takes K. R.

16.

W. K. Kt. takes K. P. *

B. K. R. to K. square

17.

W. Q. B. to K. B. fourth square

B. K. Kt. to adv. K. Kt. fourth square.

White must lose a piece, and consequently the game; for if he were to play K. Kt. to Q. third square, Black would take K. B. P. with K. Kt. and White could not avoid losing the Kt.

SIXTH VARIATION,

BEGINNING AT THE NINTH MOVE OF THE SECOND VARIATION.

1.

W. K. P. *two squares*

B. *The same*

* This is one of the worst moves the White could play.

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. *The same*

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5

W. Q. Kt. P. two squares

B. K. B. to Q. Kt. third square

6.

W. Q. to Q. Kt. third square

B. K. castles

7.

W. Q. P. one square

B. Q. R. P. two squares

8.

W. Q. Kt. P. one square

B. Q. P. two squares

9.

W. K. B. takes Q. P.

B. Q. R. P. one square

10.

W. Q. to Q. R. third square

B. Q. Kt. to Q. R. fourth square

28

11.

W. K. castles

B. Q. B. P. one square

12.

W. K. B. to Q. B. fourth square

B. Q. Kt. takes K. B.

13.

W. P. takes Q. Kt.

B. K. Kt. takes K. P.

14.

W. K. Kt. takes K. P.

B. K. B. to Q. B. fourth square

15.

W. Q. to Q. Kt. second square.

B. K. Kt. takes K. B. P.

Black has the best of the game.

SEVENTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE SECOND VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. *to K. B. third square*

B. Q. Kt. *to Q. B. third square*

3.

W. K. B. to Q. B. fourth square

B. *The same*

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5.

W. Q. Kt. P. two squares

B. K. B. to Q. Kt. third square

6.

W. Q. to Q. Kt. third square

B. K. castles

7.

W. Q. P. one square

B. Q. R. P. two squares

8.

W. Q. B. to Q. R. third square

B. Q. R. P. takes P.

9.

W. Q. B. takes P.

B. Q. Kt. takes Q. B.

10.

W. Q. takes Q. Kt.

B. Q. P. two squares

11.

W. P. takes P.

B. Q. B. to adv. K. Kt. fourth square

12.

W. Q. Kt. to Q. second square

B. Q. B. takes K. Kt.

13.

W. Q. Kt. takes Q. B.

B. K. Kt. takes P.

14.

W. K. B. takes K. Kt.

B. Q. takes K. B.

15.

W. Q. to K. fourth square

B. Q. to Q. B. fourth square.

The game is nearly equal.



Third Game.



1.

W. K. P. two squares

B. The same

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. The same

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5.

W. Q. P. two squares

B. K. P. takes Q. P.

6.

W. P. takes P.

B. K. B. to adv. Q. Kt. fourth square and checks *

7.

W. Q. B. to Q. second square

B. K. B. takes Q. B.

8.

W. Q. Kt. takes K. B.

B. K. Kt. takes K. P. †

9.

W. Q. Kt. takes K. Kt.

B. Q. P. two squares

10.

W. Q. to K. second square

B. K. castles

11.

W. K. B. takes Q. P.

B. Q. takes K. B.

* It would have been bad play to have moved the Bishop to Q. Kt. third square

† It would be better play to advance Q. P. two squares.

32

12.

W. Q. Kt. to Q. B. third square

B. Q. to K. R. fourth square

13.

W. K. castles with Q. R.

B. Q. B to adv. K. Kt. fourth square

14.

W. Q. R. to Q. third square

B. Q. Kt. to adv. Q. Kt. fourth square

15.

W. Q. R. to K. third square

B. Q. Kt. to Q. fourth square

16.

W. Q. Kt. takes Q. Kt.

B. Q. takes Q. Kt.

Black has the advantage.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. to K. B. *third square*

B. Q. Kt. to Q. B. *third square*

3.

*W. K. B. to Q. B. fourth square**B. The same*

4.

*W. Q. B. P. one square**B. K. Kt. to K. B. third square*

5.

*W. Q. P. two squares**B. P. takes P.*

6.

*W. K. P. one square**B. Q. P. two squares **

7.

*W. K. P. takes K. Kt.**B. Q. P. takes K. B.*

8.

*W. P. takes K. Kt. P.**B. K. R. to K. Kt. square*

9.

*W. Q. B. P. takes P.**B. Q. Kt. takes P.*

10.

*W. Q. B. to K. third square**B. Q. Kt. takes K. Kt. and checks*

* Instead of this move, Black ought to play K. Kt. to adv. K. fourth square.

34

11.

W. Q. takes Q. Kt.

B. K. B. takes Q. B.

12.

W. Q. takes K. B. and checks

B. Q. to K. second square

13.

W. Q. takes Q.

B. K. takes Q.

SECOND VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE FIRST VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. Kt. to K. B. *third square*

B. Q. Kt. to Q. B. *third square*

3.

W. K. B. to Q. B. *fourth square*

B. *The same*

4

W. Q. B. P. *one square*

B. K. Kt. to K. B. *third square*

5.

W. Q. P. *two squares*

B. P. takes P.

35

6.

B. K. P. *one square*

B. Q. P. *two squares*

7.

W. K. B. to adv. Q. Kt. fourth square

B. K. Kt. to adv. K. fourth square

8.

W. K. B. takes Q. Kt. and checks

B. P. takes K. B.

9.

W. Q. B. P. takes P.

B. K. B. to Q. Kt. third square

10.

W. K. castles

B. Q. B. to adv. K. Kt. fourth square

11.

W. Q. B. to K. third square

B. K. castles

12.

W. Q. R. P. two squares

B. The same

13.

W. K. R. P. one square

B. Q. B. to K. R. fourth square.

The game is equal.

Fourth Game.



1.

W. K. P. two squares

B. The same

2.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

3.

W. K. B. to Q. B. fourth square

B. The same

4.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

5

W. Q. P. one square

B. K. castles

6.

W. Q. B. to adv. K. Kt. fourth square.

B. K. B. to K. second square

7.

W. K. B. to adv. Q. Kt. fourth square

B. Q. R. P. one square

8.

W. K. B. takes Q. Kt.

B. Q. P. takes K. B.

37

9.

W. K. Kt. takes K. P.

B. The same

10.

W. Q. B. takes K. B.

B. Q. takes Q. B.

11.

W. K. Kt. takes P. at adv. Q. B. third square

B. Q. Kt. P. takes K. Kt.

12.

W. P. takes K. Kt.

B. Q. takes P. and checks

13.

W. K. to K. B. square

B. Q. B. to adv. K. R. third square

14.

W. K. to K. Kt. square *

B. Q. B. to adv. K. Kt. fourth square.

Fifth Game.

1.

W. K. P. two squares

B. The same

* This is evidently an oversight of Stamma, as the Black might check-mate on the move; perhaps it should be K. R. to K. Kt. square; even then the Black will have much the best of the game.

2.

W. K. B. to Q. B. fourth square

B. The same

3.

W. K. Kt. to K. second square *

B. Q. B. P. one square

4.

W. Q. P. two squares

B. K. P. takes P.

5.

W. K. Kt. takes P.

B. Q. to adv. K. R. fourth square

6.

W. Q. Kt. to Q. B. third square

B. Q. P. two squares

7.

W. K. B. to Q. Kt. third square †

B. Q. P. takes K. P.

8.

W. Q. B. to K. third square

B. K. Kt. to K. B. third square

9.

W. Q. to her second square

B. Q. to adv. K. Kt. fourth square

* It would be better to play the Knight to K. B. third square.

† If he were to take Q. P. with his K. P. he would lose a piece.

39

10.

W. K. B. P. one square

B. P. takes P.

11.

W. K. Kt. takes P.

B. K. B. takes Q. B.

12.

W. Q. takes K. B. and checks

B. Q. B. to K. third square

13.

W. K. castles with K. R.

B. The same.

Black has the advantage.

VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1.

W. K. P. two squares

B. The same

2.

W. K. B. to Q. B. fourth square

B. The same

3.

W. K. Kt. to K. second square

B. Q. B. P. one square

40

4.

W. Q. Kt. to Q. B. third square

B. Q. P. two squares

5.

W. K. P. takes P.

B. Q. to adv. K. R. fourth square

6.

W. Q. P. two squares

B. K. P. takes Q. P.

7.

W. Q. Kt. to Q. R. fourth square*

B. K. B. to adv. Q. Kt. fourth square and checks

8.

W. Q. B. to Q. second square

B. K. B. takes Q. B. and checks

9.

W. Q. takes K. B.

B. Q. Kt. P. two squares

10.

W. K. Kt. takes P.

B. Q. Kt. P. takes K. B.

11.

W. P. takes Q. B. P.

B. K. Kt. to K. second square

* If White play the Knight to its square, Black should advance the P. to adv. Q. third square.

41

12.

W. P. to adv. Q. B. second square

B. Q. Kt. to Q. R. third square.

13.

W. K. Kt. to K. B. third square

B. Q. to adv. K. fourth square and checks

14.

W. K. to his B. square

B. K. castles

15.

W. Q. R. to K. square

B. Q. to Q. B. third square

Black must win, having a piece for two
Pawns, and a better position.

Sixth Game.

1.

W. K. P. two squares

B. The same

2.

W. K. B. to Q. B. fourth square

B. The same

42

3.

W. Q. B. P. one square

B. K. Kt. to K. B. third square *

4.

W. Q. P. two squares

B. K. P. takes Q. P.

5.

W. K. P. one square

B. Q. P. two squares

6.

W. K. B. to adv. Q. Kt. fourth square and checks †

B. Q. B. to Q. second square

7.

W. K. B. takes Q. B.

B. K. Kt. takes K. B.

8.

W. P. takes P.

B. K. B. checks

9.

W. Q. Kt. to Q. B. third square

B. K. castles

* This is not a good move, he ought to play Q. to K. second square.

† Instead of this move White should take K. Kt. and then play the Q. to adv. K. R. fourth square.

43

10

W. K. Kt. to K. second square

B. Q. B. P. two squares

11.

W. Q. P. takes P.

B. K. Kt. takes K. P.

12.

W. K. castles

B. K. B. takes Q. Kt.

13.

W. K. Kt. takes K. B.

B. Q. P. one square

14.

W. K. Kt. to K. second square

B. Q. Kt. to Q. B. third square.

FIRST VARIATION,

BEGINNING AT THE NINTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. *to Q. B. fourth square*

B. *The same*

44

3.

W. Q. B. P. one square

B. K. Kt. to K. B. third square

4.

W. Q. P. two squares

B. K. P. takes Q. P.

5.

W. K. P. one square

B. Q. P. two squares

6.

W. K. B. to adv. Q. Kt. fourth square and checks

B. Q. B. to Q. second square

7.

W. K. B. takes Q. B.

B. K. Kt. takes K. B.

8.

W. Q. B. P. takes P.

B. K. B. to adv. Q. Kt. fourth square and checks

9.

W. Q. B. to Q. second square

B. K. B. takes Q. B. and checks

10.

W. Q. Kt. takes K. B.

B. Q. B. P. two squares

11.

W. P. takes Q. B. P.

B. K. Kt. takes K. P.

45

12.

W. Q. Kt. to its third square

B. Q. Kt. to Q. B. third square

13.

W. K. Kt. to K. second square

B. Q. R. P. two squares

14.

W. Q. R. P. two squares

B. Q. Kt. to adv. Q. Kt. fourth square

15.

W. K. castles

B. The same.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. to Q. B. *fourth square*

B. *The same*

3.

W. Q. B. P. *one square*

B. K. Kt. to K. B. *third square*

4.

W. Q. P. *two squares*

B. P. *takes P.*

46

5.

W. P. takes P. *

B. K. B. checks

6.

W. Q. B. to Q. second square

B. K. B. takes Q. B.

7.

W. Q. Kt. takes K. B.

B. K. Kt. takes K. P. †

8.

W. Q. Kt. takes K. Kt.

B. Q. P. two squares

9.

W. K. B. to adv. Q. Kt. fourth square and checks

B. Q. B. P. one square

10.

W. K. B. takes Q. B. P. and checks

B. Q. Kt. takes K. B.

11.

W. Q. Kt. to Q. B. third square

B. Q. to K. Kt. fourth square

12.

W. K. Kt. P. one square

B. K. castles

* This is not so good a move as advancing the K. P.

† It would be better to play Q. P. two squares.

47

13.

W. K. Kt. to K. second square

B. Q. B to adv. K. Kt. fourth square

14.

W. Q. to her second square

B. Q. to K. R. fourth square

15.

W. K. castles with Q. R.

B. Q. B. to adv. K. B. third square.

The game is nearly equal.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE SECOND
VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. to Q. B. *fourth square*

B. *The same*

3.

W. Q. B. P. *one square*

B. K. Kt. to K. B. *third square*

4.

W. Q. P. *two squares*

B. K. P. *takes P.*

48

5.

W. P. takes P.

B. K. B. checks

6.

W. Q. B. to Q. second square

B. K. B. takes Q. B. and checks

7.

W. Q. Kt. takes K. B.

B. K. Kt. takes K. P.

8.

W. K. B. takes K. B. P. and checks

B. K. takes K. B.

9.

W. Q. to adv. K. R. fourth square and checks *

B. K. Kt. P. one square

10.

W. Q. to adv. Q. fourth square and checks

B. K. to K. Kt. second square

11.

W. Q. Kt. takes K. Kt.

B. K. R. to K. square

12.

W. K. castles

B. Q. B. P. one square

* It would be bad play to take the K. Kt. because Black would play K. R. to K. square.

49

13.

W. Q. to adv. K. Kt. fourth square

B. Q. takes Q. and checks


14.

W. Q. Kt. takes Q.

B. Q. P. two squares.

There is no material difference.

Seventh Game.



1.

W. K. P. two squares

B. The same

2.

W. Q. B. P. one square

B. Q. P. two squares

3.

W. K. P. takes P.*

B. Q. takes P.

4.

W. Q. P. two squares

B. Q. Kt. to Q. B. third square

* Instead of taking the Pawn, White should play K. Kt. to K. B. third square.

50

5.

W. Q. B. to K. third square

B. Q. B. to K. B. fourth square

6.

W. Q. B. P. one square

B. Q. to Q. R. fourth square and checks

7.

W. Q. B. to Q. second square *

B. Q. to Q. Kt. third square

8.

W. Q. P. takes P.

B. Q. Kt. to adv. Q. fourth square

9.

W. Q. B. to K. third square

B. Q. to Q. R. fourth square and checks

10.

W. Q. Kt. to Q. B. third square

B. Q. Kt. to adv. Q. B. second square and checks

11.

W. K. to his second square

B. Q. Kt. takes Q. R.

12.

W. Q. takes Q. Kt.

B. Q. takes P. at K. fourth square

* It would be better to play Q. Kt. to Q. B. third square.

51.

13.

W. K. B. P. two squares

B. Q. to K. third square

14.

W. K. to his B. second square

B. K. castles.

Black has much the best of the game.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. Q. B. P. *one square*

B. Q. P. *two squares*

3.

W. K. P. *takes Q. P.*

B. Q. *takes K. P.*

4.

W. Q. P. *two squares*

B. Q. Kt. to Q. B. *third square*

5.

W. Q. B. to K. *third square*

B. Q. B. to K. B. *fourth square*

6.

W. K. Kt. to K. B. third square

B. K. castles

7.

W. K. B. to K. second square *

B. K. P. takes Q. P.

8.

W. P. takes P. †

B. Q. B. takes Q. Kt.

9.

W. Q. takes Q. B.

B. K. B. to adv. Q. Kt. fourth square and checks

10.

W. K. to K. B. square

B. K. Kt. to K. second square

11.

W. K. B. to Q. third square

B. K. B. P. two squares

12.

W. K. to K. second square

B. K. B. P. one square

* It would be better to play Q. B. P. one square, and afterwards Q. P. one square.

† He cannot take with the Knight on account of the K. Kt. P. which would be taken by the Black.

13.

W. Q. B. takes K. B. P.

B. Q. Kt. takes Q. P. and checks

14.

W. K. Kt. takes Q. Kt.

B. Q. takes K. Kt.

15.

W. Q. B. to K. third square

B. Q. to adv. K. Kt. fourth square and checks

16.

W. K. to K. B. square

B. K. Kt. P. one square.

Black has a much better game than the White who will have considerable difficulty to bring his pieces properly into play.

SECOND VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. Q. B. P. *one square*B. Q. P. *two squares*

54

3.

W. K. P. takes Q. P.

B. Q. takes K. P.

4.

W. Q. P. two squares

B. Q. Kt. to Q. B. third square

5.

W. K. Kt. to K. B. third square

B. Q. B. to adv. K. Kt. fourth square

6.

W. K. B. to K. second square

B. K. P. takes Q. P.

7.

W. P. takes P. *

B. K. castles

8.

W. Q. Kt. to Q. B. third square.

B. Q. to Q. R. fourth square.

9.

W. Q. B. to K. third square

B. K. B. to adv. Q. Kt. fourth square

10.

W. Q. to Q. second square

B. K. Kt. to K. B. third square

* If the White take the P. with the K. Kt. Black may take the Kt. with Q. Kt. and then K. Kt. P. with the Q.

11.

W. K. Kt. to adv. K. Kt. fourth square

B. Q. B. takes K. B.

12.

W. K. takes Q. B.

B. K. Kt. to Q. fourth square

13.

W. K. R. to Q. B. square

B. K. Kt. takes Q. B.

White must lose the game, for if he take the Knight with the King or Pawn he will lose the K. Kt. and if with the Q. Black will play K. R. to K. square and will win at least a piece.

THIRD VARIATION,

BEGINNING AT THE NINTH MOVE OF THE SECOND VARIATION.

1.

W. K. P. *two squares*B. *The same*

2.

W. Q. B. P. *one square*B. Q. P. *two squares*

3.

W. K. P. *takes Q. P.*B. Q. *takes K. P.*

56

4.

W. Q. P. *two squares*

B. Q. Kt. to Q. B. *third square*

5.

W. K. Kt. to K. B. *third square*

B. Q. B. to adv. K. Kt. *fourth square*

6.

W. K. B. to K. *second square*

B. K. P. *takes Q. P.*

7.

W. P. *takes P.*

B. K. *castles*

8.

W. Q. Kt. to Q. B. *third square*

B. Q. to Q. R. *fourth square*

9.

W. Q. to Q. Kt. *third square*

B. K. B. to adv. Q. Kt. *fourth square**

10.

W. Q. B. to Q. *second square †*

B. Q. B. *takes K. Kt.*

11.

W. K. B. *takes Q. B.*

B. Q. Kt. *takes Q. P.*

* If the Black were to take the K. Kt. White would take Q. B. with K. B. and Black could not with safety take the Q. P.

† It would be better to play the Bishop to K. third square.

12.

W. Q. to Q. square

B. Q. to K. fourth square and checks

13.

W. Q. B. to K. third square

B. K. B. takes Q. Kt. and checks.

14.

W. P. takes K. B.

B. K. Kt. takes K. B. and checks.

White must lose the game, for it is evident he must take the Kt. with the Q. Black will then take the Q. B. P. &c.

FOURTH VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. Q. B. P. *one square*B. Q. P. *two squares*

3.

W. K. P. *takes Q. P.*B. Q. *takes P.*

58

4.

W. Q. B. P. one square

B. Q. to Q. square

5.

W. Q. Kt. to Q. B. third square

B. Q. B. P. two squares

6.

W. K. Kt. to K. B. third square

B. Q. Kt. to Q. B. third square

7.

W. K. B. to K. second square

B. K. B. to Q. third square

8.

W. K. castles

B. K. Kt. to K. second square

9.

W. Q. P. one square

B. K. castles

10.

W. K. R. P. one square

B. Q. R. P. one square

11.

W. K. Kt. to K. R. second square

B. K. B. P. two squares

12.

W. K. B. P. two squares

B. Q. to Q. B. second square.

Black's game is better opened than the White's.

Eighth Game.

1.

W. K. P. two squares

B. The same

2.

W. Q. P. two squares *

B. K. P. takes P.

3.

W. Q. takes P.

B. Q. Kt. to Q. B. third square.

4.

W. Q. to K. third square

B. K. Kt. P. one square

5.

W. K. B. to Q. B. fourth square

B. K. B. to K. Kt. second square

6

W. K. Kt. to K. second square

B. The same

7.

W. K. castles

B. The same

* This move, though frequently played, is not a good one, as it brings out the Queen too early in the game.

60

8.

W. K. B. P. two squares

B. Q. P. two squares

9.

W. K. P. takes Q. P.

B. K. Kt. takes P.

10.

W. K. B. takes K. Kt.

B. Q. takes K. B.

11.

W. Q. Kt. to Q. B. third square

B. Q. to K. B. fourth square

12.

W. Q. to Q. third square

B. Q. takes Q.

13.

W. P. takes Q.

B. Q. B. to K. B. fourth square.

Black will ultimately gain the Q. P. and consequently will have the best of the game.

VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1.

W. K. P. two squares

B. *The same*

2.

W. Q. P. *two squares*B. K. P. *takes Q. P.*

3.

W. Q. *takes P.*B. Q. Kt. to Q. B. *third square*

4.

W. Q. to Q. *square*B. K. B. to Q. B. *fourth square*

5.

W. K. B. to Q. B. *fourth square*B. Q. P. *one square*

6.

W. Q. Kt. to Q. B. *third square*B. Q. Kt. to K. *fourth square*

7.

W. K. B. to Q. Kt. *third square*B. Q. B. to adv. K. Kt. *fourth square*

8.

W. K. Kt. to K. *second square*B. Q. to adv. K. R. *fourth square.*

9.

W. K. *castles*B. K. Kt. P. *two squares **

* Instead of this move Black might play Q. Kt. to adv. K. B. third square, as he does at the eleventh move,

62

10.

W. Q. B. to K. third square

B. K. castles

11.

W. Q. to Q. second square

B. Q. Kt. to adv. K. B. third square and checks


12.

W. P. takes Q. Kt.

B. Q. B. takes P.

White cannot retrieve the game, as he cannot prevent the Black from playing the Queen to adversary's K. Kt. fourth or K. R. third square.

Ninth Game.



KING'S GAMBIT.

1.

W. K. P. two squares

B. The same

2.

W. K. B. P. two squares

B. K. P. takes K. B. P.

63

3.

W. K. Kt. to K. B. third square

B. Q. P. one square *

4.

W. Q. P. two squares †

B. K. Kt. P. two squares

5.

W. K. B. to Q. B. fourth square

B. K. B. to K. Kt. second square

6.

W. K. castles

B. Q. Kt. to ‡ Q. B. third square

7.

W. Q. B. P. one square

B. Q. to K. B. third square †

8.

W. K. P. one square

B. Q. P. takes K. P.

9.

W. Q. P. takes Q. P.

W. Q. to K. Kt. third square

* Instead of this move Black should play K. Kt. P. two squares.

† It would be better to play K. R. P. two squares.

‡ This is not a good place for the Queen, K. R. P. one square would be a better move.

64

10.

W. K. R. to K. square

B. K. Kt. to K. second square

11.

W. Q. Kt. P. two squares

B. Q. R. P. one square

12.

W. Q. R. P. two squares

B. K. castles.

This game is but indifferently played.

FIRST VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. Kt. to K. B. *third square*

B. Q. P. *one square*

4.

W. Q. P. *two squares*

B. K. Kt. P. *two squares*

65

5

W. K. B. to Q. B. *fourth square*

B. K. B. to K. Kt. *second square*

6.

W. Q. B. P. *one square*

B. Q. Kt. to Q. B. *third square*

7.

W. Q. to Q. Kt. *third square*

B. Q. to K. B. *third square*

8.

W. Q. Kt. to Q. R. *third square* *

B. P. to adv. K. Kt. *fourth square*

9.

W. K. Kt. to its square

B. K. B. P. to adv. K. B. *third square*

10.

W. P. takes P.

B. P. takes P.

11.

W. Q. B. to K. *third square*.

B. K. B. to K. R. *third square*

12.

W. Q. B. to K. B. *second square*

B. Q. R. P. *one square*

* This is not so good a move as castling.

66

13.

W. K. to Q. square

B. Q. to adv. K. B. fourth square

14.

W. Q. to Q. B. second square

B. Q. to adv. K. Kt. fourth square.

Black has the better game.

SECOND VARIATION,

BEGINNING AT THE NINTH MOVE OF THE FIRST VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. Kt. to K. B. *third square*

B. Q. P. *one square*

4.

W. Q. P. *two squares*

B. K. Kt. P. *two squares*

5.

W. K. B. to Q. B. *fourth square*

B. K. B. to K. Kt. *second square*

67

6.

W. Q. B. P. one square

B. Q. Kt. to Q. B. third square

7.

W. Q. to Q. Kt. third square

B. Q. to K. B. third square

8.

W. Q. Kt. to Q. R. third square

B. P. to adv. K. Kt. fourth square

9.

W. K. Kt. to Q. second square

B. Q. R. P. one square

10.

W. K. castles

B. K. Kt. to K. second square

11.

W. K. B. to Q. third square *

B. K. castles

12.

W. Q. to Q. B. second square

B. K. R. P. two squares

13.

W. Q. Kt. P. two squares

B. K. Kt. to its third square.

Black has a good game.

* K. P. one square would be a better move.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE SECOND VARIATION.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. Kt. *to K. B. third square*B. Q. P. *one square*

4.

W. Q. P. *two squares*B. K. Kt. P. *two squares*

5.

W. K. B. *to Q. B. fourth square*B. K. B. *to K. Kt. second square*

6.

W. Q. B. P. *one square*B. Q. Kt. *to Q. B. third square*

7.

W. Q. *to Q. Kt. third square*B. Q. *to K. B. third square*

8.

W. K. B. *to adv. Q. Kt. fourth square*B. Q. B. *to Q. second square*

69

9.

W. K. B. takes Q. Kt.

B. Q. Kt. P. takes K. B. *

10.

W. Q. to adv. Q. Kt. second square

B. Q. R. to Q. B. square

11.

W. K. castles

B. K. Kt. to K. second square

12.

W. K. P. to adv. K. fourth square

B. Q. to K. Kt. third square

13.

W. K. R. P. two squares

B. K. R. P. one square

14.

W. Q. takes Q. R. P.

B. K. castles.

White has the best of the game.

FOURTH VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

* If Black take the Pawn with the Q. B. White must play Q. P. one square, and then take Q. Kt. P. with the Q.

70

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. Kt. *to K. B. third square*

B. Q. P. *one square*

4.

W. Q. P. *two squares*

B. K. Kt. P. *two squares*

5.

W. K. R. P. *two squares*

B. K. Kt. P. *to adv. K. Kt. fourth square*

6.

W. K. Kt. *to its square*

B. Q. *to K. B. third square*

7.

W. Q. Kt. *to Q. B. third square*

B. Q. B. P. *one square*

8.

W. K. Kt. *to K. second square*

B. K. B. *to K. R. third square*

9.

W. Q. *to her third square*

B. Q. Kt. *to Q. R. third square*

10.

W. Q. R. P. *one square*

B. P. *to adv. K. B. third square*

71

11.

W. K. Kt. P. takes P.

B. P. takes P.

12.

W. Q. B. takes K. B.

B. K. Kt. takes Q. B. *

13.

W. K. Kt. to its third square

B. Q. to adv. K. B. fourth square

14.

W. K. Kt. to adv. K. R. fourth square

B. P. to adv. K. B. second square and checks

15.

W. K. to Q. square

B. Q. B. to adv. K. Kt. fourth square and checks

16.

W. K. B. to K. second square

B. Q. B. takes the K. Kt. †

17.

W. B. takes B.

B. K. R. to K. Kt. square.

Black has the best of the game.

* Black might gain a piece, if instead of taking the Q. B. he were to take the K. Kt. with the Pawn.

† Instead of this move, he ought to advance the P. to Queen.

FIFTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. Kt. *to K. B. third square*B. Q. P. *one square*

4.

W. Q. P. *two squares*B. K. Kt. P. *two squares.*

5.

W. K. B. *to Q. B. fourth square*B. K. B. *to K. Kt. second square*

6.

W. K. *castles*B. Q. Kt. *to Q. B. third square*

7.

W. Q. B. P. *one square*B. Q. *to K. B. third square*

8.

W. Q. *to Q. Kt. third square*B. K. Kt. *to K. second square.*

78

9.

W. K. Kt. P. one square

B. K. castles

10.

W. P. takes P.

B. P. takes P.

11.

W. K. Kt. to K. square

B. K. Kt. to its third square

12.

W. K. Kt. to its second square

B. K. B. to K. R. third square



SIXTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. Kt. to K. B. *third square*

B. Q. P. *one square*

74

4.

W. Q. P. *two squares*

B. K. Kt. P. *two squares*

5.

W. K. B. *to Q. B. fourth square*

B. K. B. *to K. Kt. second square*

6.

W. K. *castles*

B. Q. Kt. *to Q. B. third square*

7.

W. Q. B. P. *one square*

B. Q. *to K. B. third square*

8.

W. K. Kt. P. *one square*

B. K. Kt. P. *to adv. K. Kt. fourth square*

9.

W. K. P. *to adv. K. fourth square*

B. P. *takes K. P.*

10.

W. K. Kt. *takes P.*

B. Q. Kt. *takes K. Kt.*

11.

W. Q. P. *takes Q. Kt.**

B. Q. *to her Kt. third square and checks*

* If White were to take the Gambit Pawn with K. R. Black would play the Queen to her Kt. third square, preventing the White from taking the Kt. with the Q. P.

75

12.

W. K. to his R. square

B. P. to adv. K. B. third square

13.

W. K. B. to Q. Kt. third square

B. K. Kt. to K. second square

14.

W. Q. B. to K. B. fourth square

B. K. castles

Black has the better game.

SEVENTH VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. Kt. to K. B. *third square*

B. Q. P. *one square*

4.

W. Q. P. *two squares*

B. K. Kt. P. *two squares.*

5.

W. K. B. to Q. B. *fourth square*
 B. K. B. to K. Kt. *second square*

6.

W. K. *castles*
 B. Q. Kt. to Q. B. *third square*

7.

W. Q. B. P. *one square*
 B. Q. to K. B. *third square*

8.

W. Q. Kt. P. *two squares*
 B. Q. R. P. *one square*

9.

W. Q. R. P. *two squares*
 B. K. Kt. to K. *second square*

10.

W. Q. B. to Q. Kt. *second square*
 B. K. *castles.*

11.

W. Q. Kt. P. to adv. Q. Kt. *fourth square*
 B. P. takes P.

12.

W. Q. R. P. takes P.
 B. Q. R. takes Q. R.

13.

W. Q. B. takes Q. R.
 B. Q. Kt. to Q. R. *fourth square.*

14.

W. Q. to her R. fourth square

B. Q. Kt. P. one square.

Black has the best of the game.

EIGHTH VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. Kt. *to K. B. third square*B. Q. P. *one square*

4.

W. K. B. *to Q. B. fourth square*B. Q. B. *to K. third square*

5.

W. K. B. *to Q. Kt. third square **B. K. Kt. P. *two squares*

* This is not so good a move as taking the Bishop and then playing Q. P. two squares.

78

6.

W. K. R. P. two squares

B. K. Kt. P. one square

7.

W. K. Kt. to Q. fourth square

B. Q. B. takes K. B.

8.

W. K. Kt. takes Q. B.

B. K. R. P. two squares

9.

W. Q. P. two squares

B. Q. to K. B. third square

10.

W. Q. Kt. to Q. B. third square.

B. K. Kt. to K. second square

11.

W. Q. Kt. to K. second square

B. K. Kt. to its third square

12.

W. Q. to her third square

B. Q. B. P. one square

13.

W. Q. B. to Q. second square

B. Q. Kt. to Q. second square

14.

W. K. castles on his Queen's side

B. The same

15.

W. Q. R. to K. B. square

B. K. B. to K. R. third square.

The game is rather in favour of the Black.

NINTH VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. Kt. to K. B. *third square*B. Q. P. *one square*

4.

W. Q. P. *two squares*B. K. Kt. P. *two squares*

5.

W. K. B. to Q. B. *fourth square*B. K. B. to K. Kt. *second square*

6.

W. K. R. P. *two squares*B. K. R. P. *one square*

7.

W. K. R. P. *takes K. Kt. P.*B. K. R. P. *takes K. R. P.*

80

8.

W. K. R. takes K. R.

B. K. B. takes R.

9.

W. K. Kt. to adv. K. fourth square

B. Q. P. takes Kt.

10.

W. Q. to adv. K. R. fourth square.

B. Q. to K. B. third square

11.

W. Q. P. takes P.

B. Q. to K. Kt. second square

12.

W. Q. P. to adv. K. third square

B. Q. B. takes P.

13.

W. K. B. takes Q. B.

B. Q. Kt. to Q. second square *

14.

W. K. B. takes K. B. P. and checks

B. Q. takes K. B.

15.

W. Q. takes K. B.

B. K. castles

Black has the best of the game.

* Black might also play K. Kt. to K. B. third square.

Tenth Game.



KING'S GAMBIT.

1.

W. K. P. two squares

B. The same

2.

W. K. B. P. two squares

B. K. P. takes K. B. P.

3.

W. K. B. to Q. B. fourth square *

B. Q. to adv. K. R. fourth square and checks

4.

W. K. to K. B. square

B. Q. P. one square

5.

W. Q. P. two squares

B. K. Kt. P. two squares

6.

W. K. Kt. to K. B. third square

B. Q. to K. R. fourth square

* This is not so good a move as K. Kt. to K. B. third square.

7.

W. K. R. P. two squares

B. K. B. to K. R. third square

8.

W. K. to his Kt. square (*or A*)

B. K. Kt. P. one square

9.

W. K. Kt. to K. square

B. K. Kt. to K. second square

10.

W. K. Kt. to Q. third square

B. P. to adv. K. B. third square

11.

W. K. Kt. to K. B. fourth square

B. K. B. takes K. Kt.

12.

W. Q. B. takes K. B.

B. Q. Kt. to Q. B. third square

13.

W. Q. B. P. one square

B. Q. B. to Q. second square

14.

W. Q. Kt. to Q. second square

B. P. takes K. Kt. P.

15.

W. K. takes P.

B. K. castles with Q. R.

Black ought to win the game.

(Or A)

8.

W. K. B. to K. second square

B. K. Kt. P. to adv. K. Kt. fourth square

9.

W. K. Kt. to K. square

B. Q. Kt. to Q. B. third square

10.

W. Q. B. P. one square

B. K. B. P. two squares

11.

W. K. P. takes K. B. P.

B. Q. B. takes P.

12.

W. K. B. to Q. third square

B. K. castles.

Black has the better game.

FIRST VARIATION,

BEGINNING AT THE TENTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

*W. K. B. to Q. B. fourth square**B. Q. to adv. K. R. fourth square and checks*

4.

*W. K. to his B. square**B. Q. P. one square*

5.

*W. Q. P. two squares**B. K. Kt. P. two squares*

6.

*W. K. Kt. to K. B. third square**B. Q. to K. R. fourth square*

7.

*W. K. R. P. two squares**B. K. B. to K. R. third square*

8.

*W. K. to his Kt. square**B. K. Kt. P. one square*

9.

*W. K. Kt. to K. square**B. K. Kt. to K. second square*

10.

*W. Q. Kt. to Q. B. third square**B. K. R. to K. Kt. square*

11.

*W. Q. Kt. to K. second square**B. P. to adv. K. B. third square*

12.

W. Q. Kt. to K. Kt. third square

B. Q. to K. Kt. third square

13.

W. K. R. P. one square (*or A*)

B. Q. to K. B. third square

14.

W. K. Kt. P. takes P.

B. P. takes K. Kt. P.

15.

W. K. to his B. second square

B. K. B. takes Q. B.

16.

W. Q. R. takes Q. B.

B. Q. B. to adv. K. Kt. fourth square

17.

W. Q. B. P. one square

B. Q. to adv. K. B. fourth square

18.

W. K. Kt. takes P. at K. B. third square

B. Q. B. to K. third square.

 (*Or A*)

13.

W. Q. B. takes K. B.

B. Q. takes Q. B.

86

14.

W. K. Kt. P. takes P.

B. Q. to adv. K. third square and checks

15.

W. K. to his Kt. second square

B. K. Kt. to its third square.



SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. B. to Q. B. *fourth square*

B. Q. to adv. K. R. *fourth square and checks*

4.

W. K. to his B. *square*

B. Q. P. *one square*

5.

W. Q. P. *two squares*

B. K. Kt. P. *two squares*

87

6.

W. Q. Kt. to Q. B. third square

B. K. Kt. to K. second square

7.

W. Q. Kt. to K. second square

B. K. B. to K. Kt. second square

8.

W. K. Kt. to K. B. third square

B. Q. to K. R. fourth square.

9.

W. K. R. P. two squares

B. K. R. P. one square

10.

W. K. to his B. second square

B. Q. to K. Kt. third square

11.

W. Q. to her third square

B. Q. Kt. to Q. B. third square

12.

W. K. R. P. one square

B. Q. to K. R. second square

13.

W. Q. B. to Q. second square

B. K. B. P. two squares

14.

W. K. P. takes K. B. P.

B. Q. B. takes K. P.

15.

W. Q. to her Kt. third square

B. K. castles on his Queen's side.

Black has the best of the game.

THIRD VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes P.*

3.

W. K. B. to Q. B. *fourth square*

B. Q. to adv. K. R. *fourth square and checks*

4.

W. K. to his B. *square*

B. Q. P. *one square*

5.

W. Q. P. *two squares*

B. K. Kt. P. *two squares*

6.

W. Q. B. P. *one square*

B. K. Kt. to K. *second square*

89

7.

W. Q. to her Kt. third square.

B. Q. to K. R. fourth square

8.

W. K. Kt. to K. B. third square

B. K. B. to K. R. third square

9.

W. K. R. P. two squares

B. K. castles

10.

W. K. to his Kt. square

B. P. to adv. K. Kt. fourth square

11.

W. K. Kt. to K. square

B. Q. Kt. to Q. second square

12.

W. K. Kt. to Q. third square

B. K. Kt. to its third square.

Black has the advantage.

Eleventh Game.

KING'S GAMBIT.

1.

W. K. P. two squares

B. The same

90

2.

W. K. B. P. two squares

B. K. P. takes K. B. P.

3.

W. K. R. P. two squares

B. K. B. to K. second square

4.

W. K. Kt. to K. B. third square

B. The same

5.

W. Q. P. one square *

B. Q. P. two squares

6.

W. P. takes Q. P.

B. K. Kt. takes P.

7.

W. Q. B. P. two squares

B. K. B. to adv. Q. Kt. fourth square and checks

8.

W. Q. B. to Q. second square

B. B. takes Q. B. and checks †

* It would be better to play K. P. one square; playing the Q. P. one square before the K. B. has moved, is seldom good play as it confines the K. B.

† Instead of taking the Q. B. Black should play K. Kt. to adv. K. third square, and if White play Q. to her R. fourth square and check, Black should interpose the Q. B. as the White cannot take K. B. without losing the Queen.

9.

W. Q. takes B.

B. K. Kt. to adv. K. third square

10.

W. Q. Kt. to Q. B. third square

B. K. castles.

11.

W. Q. Kt. to Q. square

B. K. R. to K. square

12.

W. Q. Kt. takes K. Kt.

B. R. takes Kt. and checks

13.

W. K. B. to K. second square

B. Q. B. to adv. K. Kt. fourth square

14.

W. K. castles with Q. R.

B. B. takes Kt. *

15.

W. B. takes B.

B. Q. B. P. one square.

Black has a good game.

* Black might also play Q. Kt. to Q. B. third square.

FIRST VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. R. P. *two squares*B. K. B. *to K. second square*

4.

W. K. Kt. *to K. B. third square*B. *The same*

5.

W. Q. Kt. *to Q. B. third square*B. Q. P. *two squares*

6.

W. K. P. *one square*B. K. Kt. *to K. R. fourth square*

7.

W. Q. P. *two squares*B. Q. B. *to adv. K. Kt. fourth square*

8.

W. Q. *to her third square*B. K. *castles*

93

9.

W. Q. Kt. to K. second square (*or A*) (*or B*)

B. K. B. P. one square

10.

W. Q. Kt. takes P. at K. B. fourth square

B. K. B. P. takes K. P.

11.

W. Kt. takes Kt.

B. P. to adv. K. fourth square

12.

W. Q. to her Kt. third square

B. B. takes Kt. at K. R. fourth square

13.

W. Q. takes Q. Kt. P.

B. P. takes Kt.

14.

W. Q. takes Q. R.

B. K. B. takes K. R. P. and checks

15.

W. K. to Q. second square

B. P. takes K. Kt. P.

16.

W. B. takes P.

B. Q. to K. Kt. fourth square and checks.

Black ought to win the game.

(Or A)

9.

W. Q. B. to Q. second square

B. Q. B. P. one square

10.

W. K. castles

B. K. Kt. to adv. K. Kt. third square

11.

W. K. R. to its second square *

B. Q. B. to K. B. fourth square.

12.

W. Q. Kt. to K. fourth square

B. P. takes Kt.

The last moves of the Black are skilfully played.

 (Or B)

9.

W. Q. to adv. Q. Kt. fourth square

B. Q. B. takes K. Kt.

10.

W. P. takes B.

B. Q. Kt. to Q. B. third square

11.

W. Q. Kt. to K. second square

B. K. B. takes K. R. P. and checks

* White ought to sacrifice the Rook and play Q. Kt. to K. second.

95

12.

W. K. to Q. square

B. Kt. to adv. K. Kt. third square

13.

W. Kt. takes Kt.

B. B. takes Kt.

SECOND VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FIRST VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. R. P. *two squares*

B. K. B. *to K. second square*

4.

W. K. Kt. *to K. B. third square*

B. *The same*

5.

W. Q. Kt. *to Q. B. third square*

B. Q. P. *two squares*

96

6.

W. K. P. takes Q. P.

B. K. Kt. takes K. P.

7.

W. Q. Kt. takes K. Kt.

B. Q. takes Q. Kt.

8.

W. Q. P. one square

B. Q. to K. third square and checks

9.

W. K. B. to K. second square

B. K. B. to Q. third square

10.

W. Q. B. P. two squares

B. Q. B. P. one square

11.

W. Q. to her B. second square

B. K. castles

12.

W. Q. B. to Q. second square

B. K. R. to K. square

13.

W. Kt. to Q. fourth square

B. Q. to K. fourth square

14.

W. Q. B. to its third square

B. Q. B. to adv. K. Kt. fourth square

15.

W. Kt. to K. B. third square

B. Q. to K. second square.

Black has the advantage.

THIRD VARIATION,

BEGINNING AT THE SEVENTH MOVE OF THE SECOND
VARIATION.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. R. P. *two squares*B. K. B. to K. *second square*

4.

W. K. Kt. to K. B. *third square*B. *The same*

5.

W. Q. Kt. to Q. B. *third square*B. Q. P. *two squares*

6.

W. K. P. *takes Q. P.*B. Kt. *takes K. P.*

98

7.

W. Q. P. two squares

B. Kt. takes Q. Kt.

8.

W. Q. Kt. P. takes Kt.

B. K. B. to Q. third square

9.

W. P. to Q. B. fourth square

B. Q. to K. second square and checks

10.

W. K. B. to K. second square

B. Q. B. P. one square

11.

W. P. to adv. Q. B. fourth square

B. K. B. to Q. B. second square

12.

W. Q. to her third square

B. Q. B. to adv. K. Kt. fourth square.

FOURTH VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*

B. *The same*

99

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. R. P. *two squares*

B. K. B. *to K. second square*

4.

W. Q. *to K. Kt. fourth square*

B. Q. P. *two squares*

5.

W. Q. *takes Gambit P.*

B. K. B. *to Q. third square*

6.

W. K. P. *one square*

B. Q. *to K. second square*

7.

W. Q. P. *two squares*

B. K. B. P. *one square*

8.

W. K. Kt. *to K. B. third square*

B. Q. Kt. *to Q. second square*

9.

W. Q. Kt. *to Q. B. third square*

B. Q. B. P. *one square*

10

W. Q. B. *to Q. second square*

B. K. B. P. *takes K. P.*

100

11.

W. Q. P. takes K. B. P.

B. Q. Kt. takes P.

12.

W. K. Kt. takes Kt.

B. K. B. takes K. Kt.

If White play the Q. to K. third square, Black will gain a piece by playing Q. P. one square, and if he play Q. to adv. K. Kt. fourth square, Black must play K. B. to its third square, checking with the Q. White will be obliged to interpose the Q. at K. third square, and Black by taking the Q. and then playing Q. P. one square, will gain a piece: should the White play the Q. to any other square, Black will win the Q. Kt.

FIFTH VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FOURTH VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. takes K. B. P.

3.

*W. K. R. P. two squares**B. K. B. to K. second square*

4.

*W. Q. to K. Kt. fourth square**B. Q. P. two squares*

5.

*W. Q. takes K. P.**B. K. B. to Q. third square*

6.

*W. Q. to K. B. third square**B. Q. P. takes K. P.*

7.

*W. Q. takes P. and checks**B. K. Kt. to K. second square*

8.

*W. Q. to K. B. third square**B. Q. B. P. one square*

9.

*W. Q. P. two squares**B. K. Kt. to K. B. fourth square*

10.

*W. Q. B. to K. third square**B. K. B. to adv. K. Kt. third square and checks*

11.

*W. Q. B. to K. B. second square**B. B. takes Q. B. and checks*

102

12.

W. Q. takes B.

B. Q. takes Q. P.


13.

W. Q. to K. second square and checks

B. Q. B. to K. third square.

Black has considerably the best of the game.

Twelfth Game.



CUNNINGHAM'S GAMBIT.*

1.

W. K. P. two squares

B. The same.

2.

W. K. B. P. two squares

B. K. P. takes K. B. P.

3.

W. K. Kt. to K. B. third square

B. K. B. to K. second square

* This game is called by Stamma the Three Pawns' Gambit, it is now generally known by the name of Cunningham's Gambit.

4.

W. K. B. to Q. B. fourth square

B. K. B. to adv. K. R. fourth square and checks

5.

W. K. Kt. P. one square *

B. P. takes K. Kt. P.

6.

W. K. castles

B. P. takes K. R. P. and checks

7.

W. K. to his R. square

B. Q. P. two squares †

8.

W. K. B. takes Q. P.

B. K. Kt. to K. B. third square

9.

W. K. B. takes K. B. P. and checks

B. K. takes B.

10.

W. K. Kt. takes K. B.

B. K. R. to K. B. square

11.

W. K. P. one square (*or* A) (*or* B)

B. Q. to her fourth square and checks

* If the White were to move the K. to his B. square he would have the best of the game.

† This is the best move the Black can play, indeed the whole of the defence is very well played.

104

12.

W. K. Kt. to K. B. third square

B. K. Kt. to K. R. fourth square

13.

W. Q. B. P. two squares

B. Q. to her B. third square

14.

W. Q. P. two squares *

B. K. Kt. to adv. K. Kt. third square and checks.

White will lose the game.

(Or A)

11.

W. Q. P. two squares

B. K. to his Kt. square.

12.

W. Q. B. to adv. K. Kt. fourth square

B. K. Kt. takes K. P.

13.

W. Q. B. takes Q.

B. R. takes R. and checks

14.

W. Q. takes R.

B. Kt. to adv. K. Kt. third square and checks.

Black has the better game.

* This is a very bad move, he should move Q. to K square, the Black would nevertheless have the best of the game.

(Or B)

11.

W. Q. P. one square

B. K. to his Kt. square

12.

W. Q. B. to adv. K. Kt. fourth square

B. K. Kt. takes K. P.

13.

W. R. takes R. and checks

B. K. takes R.

14.

W. Q. to K. B. third square and checks

B. Kt. to K. B. third square

15.

W. Q. Kt. to Q. B. third square

B. Q. B. to Q. second square

16.

W. Q. R. to K. B. square *

B. Q. B. to its third square

17.

W. Q. Kt. to K. fourth square

B. Q. Kt. to Q. second square

Black has the advantage.

* It would be better to take the Knight with the Q. B.

FIRST VARIATION,

BEGINNING AT THE NINTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes K. B. P.*

3.

W. K. Kt. *to K. B. third square*B. K. B. *to K. second square*

4.

W. K. B. *to Q. B. fourth square*B. K. B. *to adv. K. R. fourth square and checks*

5.

W. K. Kt. P. *one square*B. P. *takes K. Kt. P.*

6.

W. K. *castles*B. P. *takes K. R. P. and checks*

7.

W. K. *to his R. square*B. Q. P. *two squares*

8.

W. K. B. *takes Q. P.*B. K. Kt. *to K. B. third square*

9.

W. K. B. to Q. Kt. third square

B. K. Kt. takes K. P.

10.

W. Q. to K. second square

B. The same

11.

W. K. B. takes K. B. P. and checks

B. K. to his B. square

12.

W. Q. takes P. at K. R. second square

B. Kt. to adv. K. Kt. third square and checks

13.

W. K. to his Kt. second square

B. Kt. takes R.

14.

W. Q. takes B.

B. Q. takes Q.

15.

W. Kt. takes Q.

B. Kt. takes Q. P.

Black has the best of the game.

SECOND VARIATION,

BEGINNING AT THE NINTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

*W. K. B. P. two squares**B. K. P. takes K. B. P.*

3.

*W. K. Kt. to K. B. third square**B. K. B. to K. second square*

4.

*W. K. B. to Q. B. fourth square**B. K. B. to adv. K. R. fourth square and checks*

5

*W. K. Kt. P. one square**B. P. takes K. Kt. P.*

6.

*W. K. castles**B. P. takes K. R. P. and checks*

7.

*W. K. to his R. square**B. Q. P. two squares*

8.

*W. B. takes Q. P.**B. K. Kt. to K. B. third square*

9.

*W. K. Kt. takes K. B.**B. K. Kt. takes K. B.*

10.

*W. K. P. takes Kt.**B. Q. takes K. Kt.*

11.

W. Q. to K. second square and checks

B. K. to Q. square

12.

W. Q. takes P. at K. R. second square

B. Q. B. to adv. K. R. third square

13.

W. K. R. to Q. square *

B. Q. to adv. K. fourth square and checks

14.

W. K. to his Kt. square

B. Q. to adv. K. Kt. fourth square and checks.

Black wins the Rook and the game.

THIRD VARIATION,

BEGINNING AT THE EIGHTH MOVE OF THE WHITE.

1.

W. K. P. *two squares*B. *The same*

2.

W. K. B. P. *two squares*B. K. P. *takes it.*

* Instead of removing the Rook, White should play Q. Kt. to Q. B. third square, or advance Q. P. one square.

3.

*W. K. Kt. to K. B. third square**B. K. B. to K. second square*

4.

*W. K. B. to Q. B. fourth square**B. K. B. to adv. K. R. fourth square and checks*

5.

*W. K. Kt. P. one square**B. P. takes K. Kt. P.*

6.

*W. K. castles**B. P. takes K. R. P. and checks*

7.

*W. K. to his R. square**B. Q. P. two squares*

8.

*W. K. P. takes Q. P.**B. K. B. to K. second square*

9.

*W. Q. P. two squares**B. K. Kt. to K. B. third square*

10.

*W. Q. Kt. to Q. B. third square**B. K. Kt. to K. R. fourth square.*

11.

*W. K. R. to K. square**B. Q. B. to adv. K. Kt. fourth square*

111

12.

W. Q. to her third square

B. K. castles

13.

W. K. Kt. to adv. K. fourth square

B. K. B. to Q. third square

14.

W. K. Kt. takes Q. B.

B. Q. to adv. K. R. fourth square.

Black has decidedly the best of the game.

FOURTH VARIATION,

BEGINNING AT THE NINTH MOVE OF THE THIRD VARIATION.

1.

W. K. P. *two squares*

B. *The same*

2.

W. K. B. P. *two squares*

B. K. P. *takes K. B. P.*

3.

W. K. Kt. *to K. B. third square*

B. K. B. *to K. second square*

4.

W. K. B. *to Q. B. fourth square*

B. K. B. *to adv. K. R. fourth square and checks*

5.

*W. K. Kt. P. one square**B. P. takes K. Kt. P.*

6.

*W. K. castles**B. P. takes K. R. P. and checks*

7.

*W. K. to his R. square**B. Q. P. two squares*

8.

*W. K. P. takes Q. P.**B. K. B. to K. second square*

9.

*W. K. Kt. to adv. K. fourth square**B. K. Kt. to K. B. third square*

10.

*W. K. Kt. takes K. B. P. (or A)**B. K. takes Kt.*

11.

*W. Q. P. one square and checks with K. B.**B. Q. B. to K. third square*

12.

*W. K. B. takes Q. B. and checks**B. K. takes K. B.*

13.

*W. P. takes K. B.**B. K. takes P.*

113

14.

W. Q. B. P. two squares

B. K. R. to K. B. square

15.

W. Q. Kt. to Q. B. third square

B. K. to his B. second square

16.

W. Q. P. two squares

B. K. to his Kt. square

Black has the best of the game.

(Or A)

10.

W. P. to adv. Q. third square

B. Q. takes P.

11.

W. B. takes K. B. P. and checks

B. K. to his B. square

12.

W. Q. P. two squares

B. Q. Kt. to Q. B. third square

13.

W. Kt. takes Kt.

B. Q. takes Kt. and checks

14.

W. Q. P. one square

B. Q. to her Kt. third square

15.

W. K. B. to adv. K. R. fourth square

B. K. Kt. P. one square

16.

W. Q. B. to adv. K. R. third square and checks

B. K. to his own square.

Thirteenth Game.

QUEEN'S GAMBIT.*

1.

W. K. P. two squares

B. The same

2.

W. Q. B. P. two squares

B. Q. P. takes Q. B. P.

* This is a safe game to play, it is not, however, either so entertaining or improving as the King's Gambit; it may be observed that the games beginning with the Q. P. two squares are very dull, compared with those which commence with the K. P. they are therefore but seldom played.

3.

W. K. P. one square *

B. Q. Kt. P. two squares †

4.

W. Q. R. P. two squares

B. Q. B. P. one square

5.

W. Q. R. P. takes Q. Kt. P.

B. P. takes P.

6.

W. Q. to K. B. third square

B. Q. Kt. to Q. B. third square.

7.

W. Q. takes Kt. and checks

B. Q. B. to Q. second square

8.

W. Q. to adv. Q. R. third square

B. K. P. one square

9.

W. Q. Kt. to Q. B. third square

B. K. B. to adv. Q. Kt. fourth square

* It is better to play this pawn two squares ; if your adversary defend the Gambit Pawn (which he ought not to do), you will, however, gain more by having advanced this Pawn one square than two squares.

† The Black loses the game by this move ; it must be observed that the Gambit Pawn cannot be successfully defended in the Queen's Gambit.

10.

W. Q. B. to Q. second square

B. K. B. takes Kt.

11.

W. Q. B. takes K. B.

B. K. Kt. to K. second square

12.

W. K. Kt. to K. B. third square

B. K. B. P. one square

13.

W. K. B. to K. second square

B. K. castles.

White having gained a piece for a Pawn,
ought unquestionably to win the game.

FIRST VARIATION,

BEGINNING AT THE FOURTH MOVE OF THE BLACK.

1.

W. Q. P. *two squares*B. *The same*

2.

W. Q. B. P. *two squares*B. Q. P. *takes Q. B. P.*

3.

W. K. P. *one square*B. Q. Kt. P. *two squares*

4.

W. Q. R. P. *two squares*

B. Q. B. to Q. second square

5.

W. Q. R. P. takes P.

B. Q. B. takes Q. R. P.

6.

W. Q. Kt. to Q. R. third square *

B. Q. to her fourth square

7.

W. Q. Kt. P. one square

B. Q. to her Kt. second square

8

W. Q. Kt. takes B.

B. Q. takes Kt.

9.

W. K. B. takes P.

B. Q. to K. B. fourth square

10.

W. K. Kt. to K. second square

B. K. P. one square

11.

W. K. castles

B. K. B. to Q. third square

* The Knight ought to be played to Q. B. third square.

12.

W. K. Kt. to its third square

B. Q. to K. B. third square

13.

W. K. P. one square

B. Q. to K. second square.

White has rather the advantage.

SECOND VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

1.

W. Q. P. *two squares*B. *The same*

2.

W. Q. B. P. *two squares*B. Q. P. *takes Q. B. P.*

3.

W. K. P. *one square*

B. Q. B. to K. third square *

4.

W. Q. Kt. to Q. R. third square

B. Q. to her fourth square

* This is a very bad move, as it confines the K, B. and Q. P.

5.

W. K. B. P. one square
B. Q. Kt. P. two squares

6.

W. Q. Kt. P. one square
B. P. takes P.

7.

W. Q. Kt. takes Q. Kt. P.
B. Q. to her own square

8.

W. Q. P. one square
B. Q. B. to Q. second square *

9.

W. Q. takes P. at her Kt. third square
B. K. P. one square

10.

W. K. B. to Q. B. fourth square
B. Q. B. P. one square

11.

W. Q. P. takes K. P.
B. K. B. P. takes P.

12.

W. K. B. takes K. B. P.
B. P. takes Kt.

* If the Bishop were to take the P. White would gain a piece by taking the B. with the Queen.

13.

W. B. takes K. Kt.*

B. Q. to K. second square.

White has the best of the game.

THIRD VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE SECOND VARIATION.

1.

W. Q. P. *two squares*B. *The same*

2.

W. Q. B. P. *two squares*B. Q. P. *takes Q. B. P.*

3.

W. K. P. *one square*B. Q. B. *to K. third square*

4.

W. Q. Kt. *to Q. R. third square*B. Q. *to her fourth square*

5.

W. K. B. P. *one square*B. Q. *to her R. fourth square and checks*

* It would be better to check with the Bishop and then take K. Kt.

6.

W. K. to his B. second square

B. Q. Kt. P. two squares

7.

W. Q. Kt. P. one square

B. Q. to her R. third square

8.

W. Q. P. one square

B. Q. B. to Q. second square

9.

W. Q. Kt. P. takes P

B. K. P. one square

10.

W. Q. Kt. takes Q. Kt. P.

B. Q. B. takes Kt.

11.

W. P. takes B.

B. Q. to her third square

12.

W. K. P. one square

B. K. Kt. to K. B. third square

13.

W. Q. B. to Q. Kt. second square

B. Q. Kt. to Q. second square

14.

W. Q. R. to Q. B. square

B. Q. Kt. to K. fourth square.

White's game is better than the Black's.

FOURTH VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

1.

W. Q. P. *two squares*B. *The same*

2.

W. Q. B. P. *two squares*B. Q. P. *takes Q. B. P.*

3.

W. K. P. *one square*B. K. P. *two squares*

4.

W. K. B. *takes P.*B. K. P. *takes Q. P.*

5.

W. P. *takes P.*B. Q. Kt. to Q. B. *third square*

6.

W. K. Kt. to K. B. *third square*B. Q. B. to adv. K. Kt. *fourth square*

7.

W. K. *castles*B. K. B. to Q. *third square* *

* It would be better to take the K. Kt. and then play K. Kt. in K. B. third square.

8.

W. K. R. to K. square and checks

B. K. Kt. to K. second square

9.

W. K. B. takes K. P. B. and checks

B. K. takes B.

10.

W. K. Kt. to adv. K. Kt. fourth square and checks

B. K. to his own square

11.

W. Q. takes Q. B.

B. Q. to her second square

12.

W. K. Kt. to adv. K. third square

B. K. Kt. P. one square.

White has a very good game.

FIFTH VARIATION,

BEGINNING AT THE SIXTH MOVE OF THE FOURTH
VARIATION.

1.

W. Q. P. *two squares*B. *The same*

2.

*W. Q. B. P. two squares**B. Q. P. takes Q. B. P.*

3.

*W. K. P. one square**B. K. P. two squares*

4.

*W. K. B. takes P.**B. K. P. takes Q. P.*

5.

*W. K. P. takes K. P.**B. Q. Kt. to Q. B. third square*

6.

*W. K. Kt. to K. B. third square**B. K. B. to Q. third square*

7.

*W. K. castles**B. K. Kt. to K. second square **

8.

*W. K. Kt. to adv. K. Kt. fourth square**B. K. castles*

9.

*W. Q. to adv. K. R. fourth square**B. K. R. P. one square*

* Black loses the game by this move, he ought to have played the Knight to K. B. third square.

10.

W. K. Kt. takes K. B. P.

B. R. takes Kt.*

* This is the best move for the Black, for if he were to move the Queen either to her second or to the King's square, he would lose the game in a few moves: *ex. gr.*

Suppose the Black plays

10.

W.

B. Q. to her second square

11.

W. K. Kt. takes K. R. P. and checks

B. K. to K. R. square

12.

W. K. Kt. to adv. K. B. fourth square
and check-mates with the Q.

Or suppose the Black to play

10.

W

B. Q. to K. square

11.

W. K. Kt. takes K. R. P. and checks

B. K. to his R. second square

12.

W. K. Kt. to adv. K. B. second square,
checking with the Q.

B. K. to his Kt. square

13.

W. Q. to adv. K. R. square and check-
mates,

11.

W. B. takes R. and checks

B. K. to R. second square

12.

W. Q. B. to K. third square

B. Q. B. to K. B. fourth square

White having a Rook and Pawn for a
Knight ought undoubtedly to win.

SIXTH VARIATION,

BEGINNING AT THE FIFTH MOVE OF THE FIFTH VARIATION.

1.

W. Q. P. *two squares*B. *The same*

2.

W. Q. B. P. *two squares*B. Q. P. *takes Q. B. P.*

3.

W. K. P. *one square*B. K. P. *two squares*

4.

W. K. B. *takes P.*B. K. P. *takes Q. P.*

5.

W. K. P. takes K. P.

B. K. B. to Q. third square

6.

W. Q. to K. B. third square

B. Q. to K. second square and checks

7.

W. K. Kt. to K. second square

B. K. R. P. one square

8.

W. K. castles

B. K. Kt. to K. B. third square.

9.

W. Q. Kt. to Q. B. third square

B. K. castles

10.

W. K. Kt. to K. B. fourth square

B. B. takes Kt.

11.

W. Q. B. takes B.

B. Q. B. P. one square

12.

W. Q. B. to adv. K. fourth square

B. Q. Kt. to Q. second square.

The game is slightly in favour of the White.

SEVENTH VARIATION,

BEGINNING AT THE THIRD MOVE OF THE BLACK.

1.

W. Q. P. *two squares*B. *The same*

2.

W. Q. B. P. *two squares*B. Q. P. *takes Q. B. P.*

3.

W. K. P. *one square*B. *The same*

4.

W. K. B. *takes P.*B. K. B. *to Q. third square*

5.

W. K. P. *one square*B. Q. B. P. *one square*

6.

W. K. P. *one square*B. K. B. *to Q. B. second square*

7.

W. Q. R. P. *two squares*B. K. Kt. *to K. second square*

129

8.

W. K. Kt. to K. second square

B. K. castles

9.

W. K. castles

B. Q. Kt. to Q. second square

10.

W. Q. Kt. to Q. B. third square

B. Q. Kt. to its third square

11.

W. K. B. to Q. R. second square

B. Q. Kt. to Q. fourth square

12

W. K. B. P. two squares

B. Q. Kt. P. one square.

The game is nearly equal.

Fourteenth Game.

1.

W. Q. P. two squares

B. The same

2.

W. Q. B. P. two squares

B. K. P. one square

3.

W. K. P. one square

B. K. B. to adv. Q. Kt. fourth square and checks

4.

W. K. B. to Q. second square

B. B. takes B. and checks

5.

W. Q. Kt. takes B.

B. K. Kt. to K. second square.

6.

W. Q. B. P. one square

B. Q. Kt. P. one square

7.

W. Q. Kt. P. two squares

B. Q. R. P. two squares

8.

W. Q. R. P. one square

B. K. castles

9.

W. K. B. to Q. third square

B. K. Kt. to K. Kt. third square

10.

W. K. Kt. to K. second square

B. Q. B. to Q. Kt. second square

131

11.

W. K. castles

B. K. B. P. two squares

12.

W. Q. to Q. B. second square

B. Q. R. P. takes P.


13.

W. Q. R. P. takes Q. R. P.

B. Q. Kt. to Q. B. third square.

The game is about equal.

Fifteenth Game.



1.

W. Q. P. two squares

B. The same

2.

W. Q. B. P. two squares

B. The same*

* This is not so good a move as taking the Pawn.

3.

W. Q. Kt. to Q. B. third square *

B. P. takes Q. P.

4.

W. Q. takes P.

B. Q. P. takes Q. B. P.

5.

W. Q. takes Q. and checks

B. K. takes Q.

6.

W. K. P. two squares

B. Q. B. to K. third square

7.

W. Q. Kt. to adv. Q. fourth square †

B. Q. Kt. P. two squares

8.

W. Q. R. P. two squares

B. Q. B. to Q. second square

9.

W. Q. R. P. takes P.

B. B. takes P.

10.

W. Q. Kt. to Q. B. third square ‡

B. Q. B. to Q. R. third square

* It would be better play, to take the Q. B. P.

† It would be better to play K. B. P. two squares.

‡ Instead of this move White ought to play Q. Kt. to adv. Q. Kt. third square.

11.

W. Q. B. to K. B. fourth square

B. Q. B. to Q. Kt. second square

12.

W. K. B. takes P.

B. K. P. one square.

White has the best of the game.



ONE HUNDRED SITUATIONS

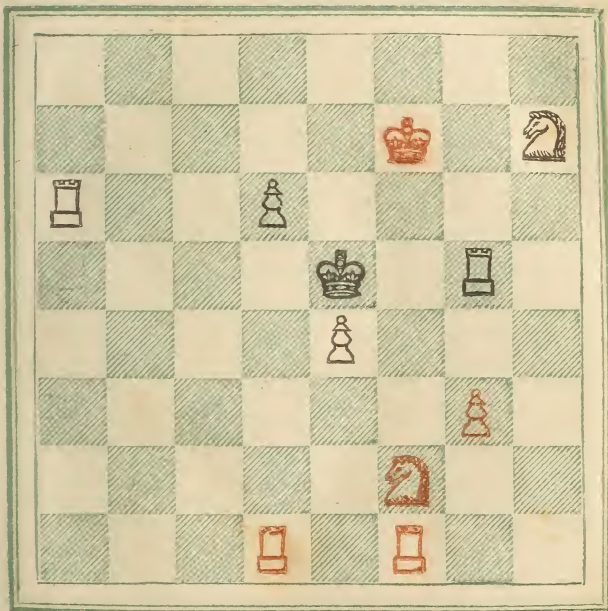
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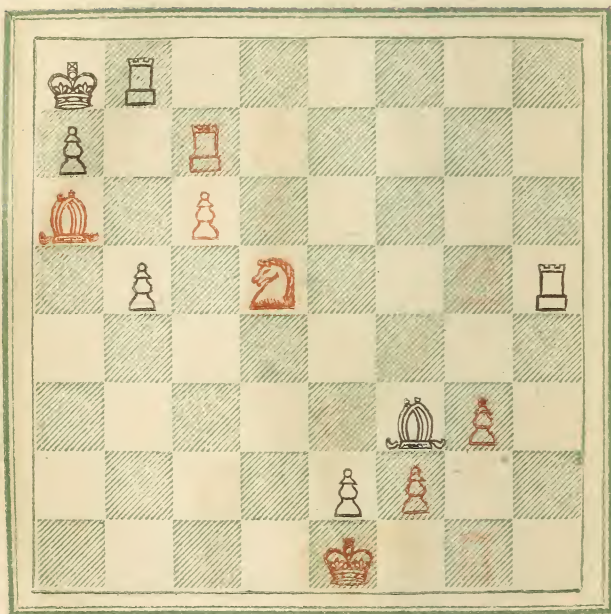
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RED TO WIN IN THREE MOVES.



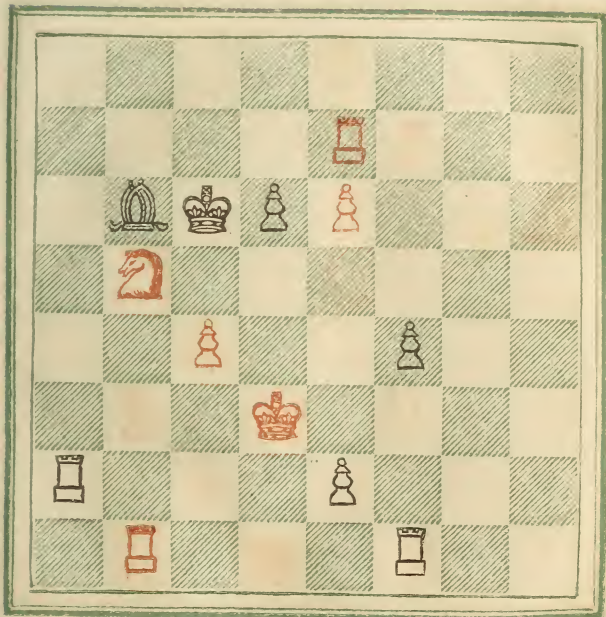
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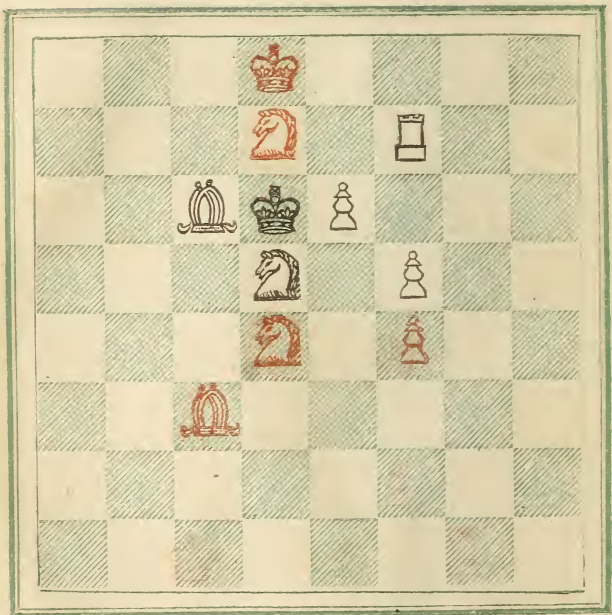
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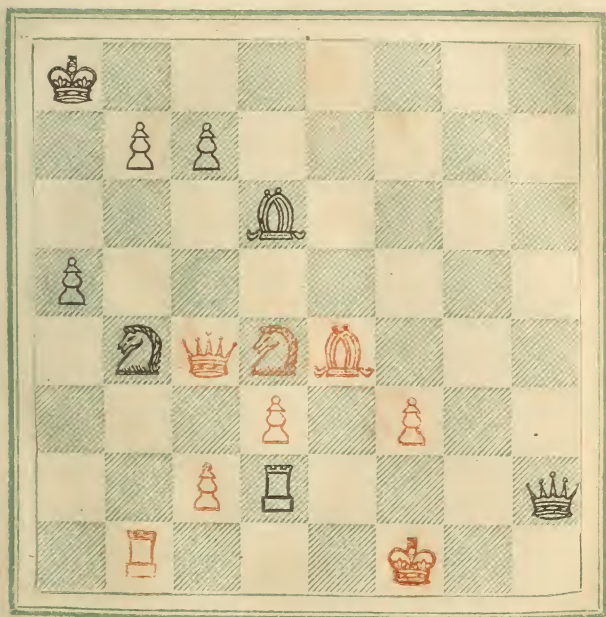
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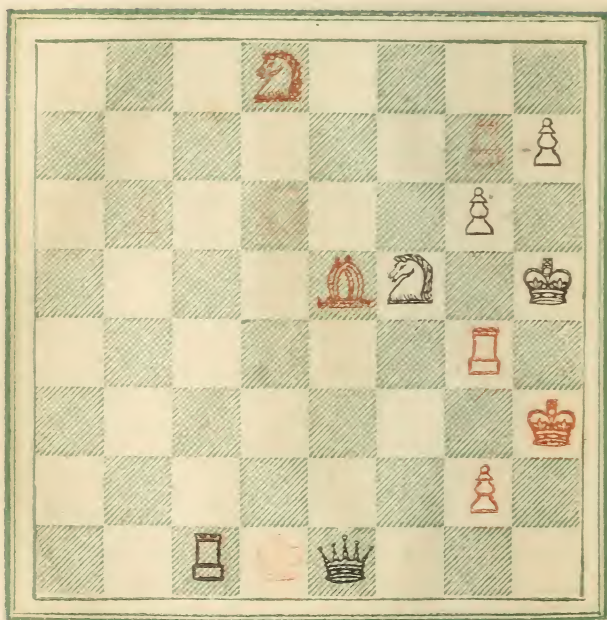
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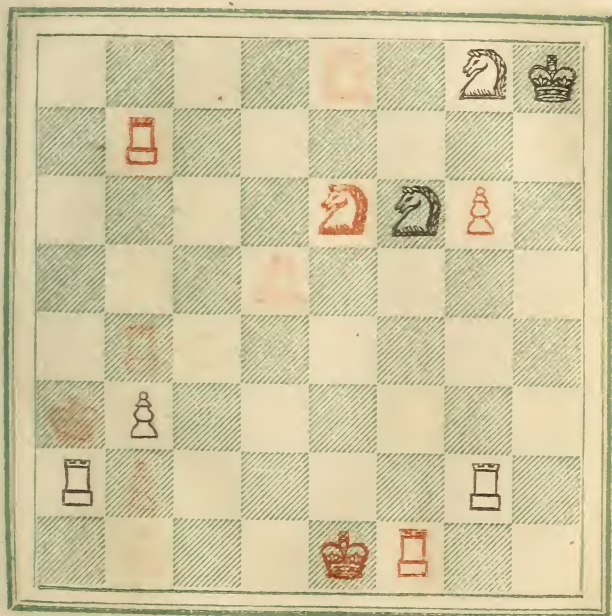
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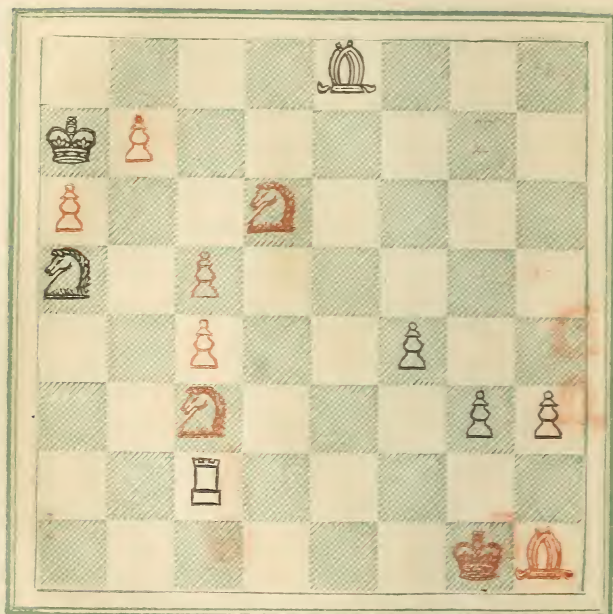
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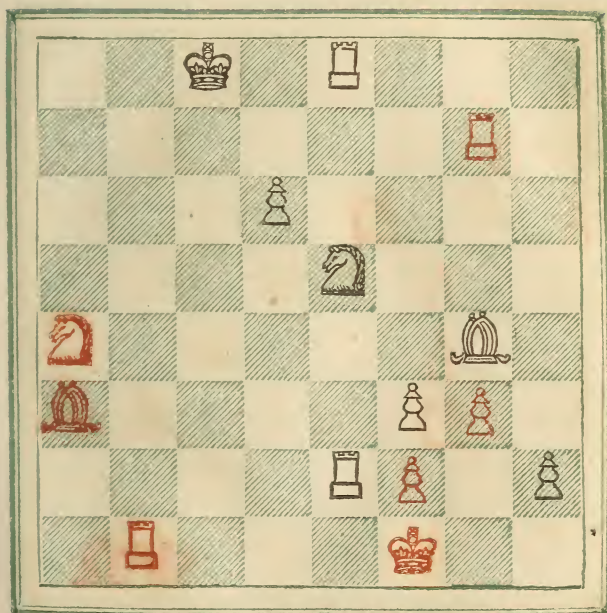
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RED TO WIN IN THREE MOVES.



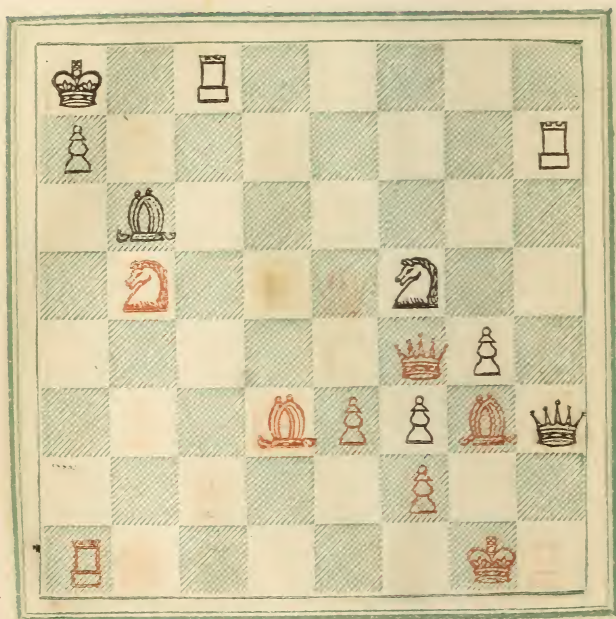
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RED TO WIN IN FOUR MOVES.



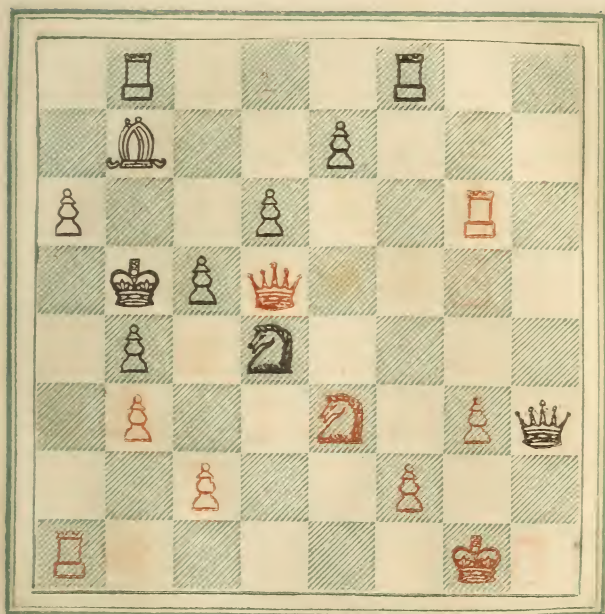
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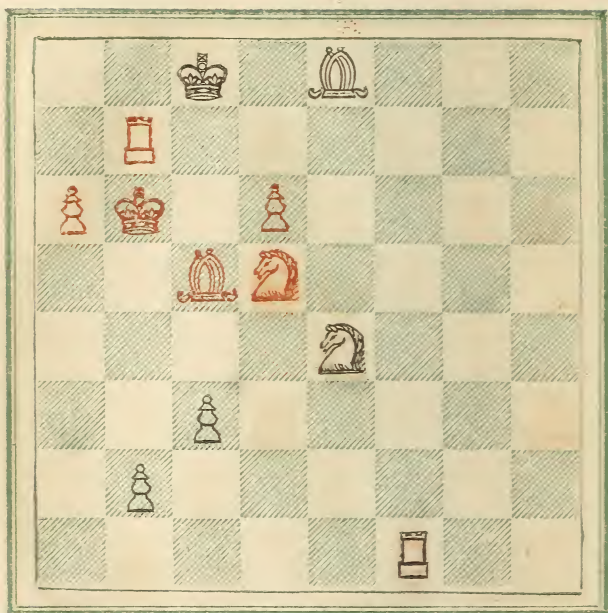
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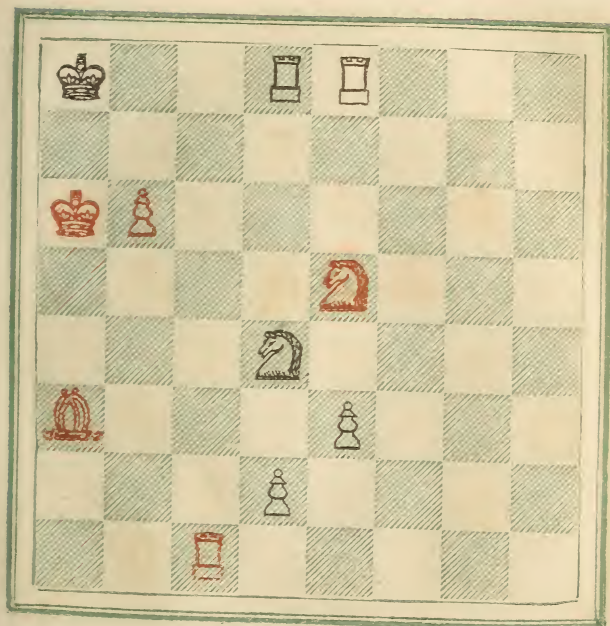
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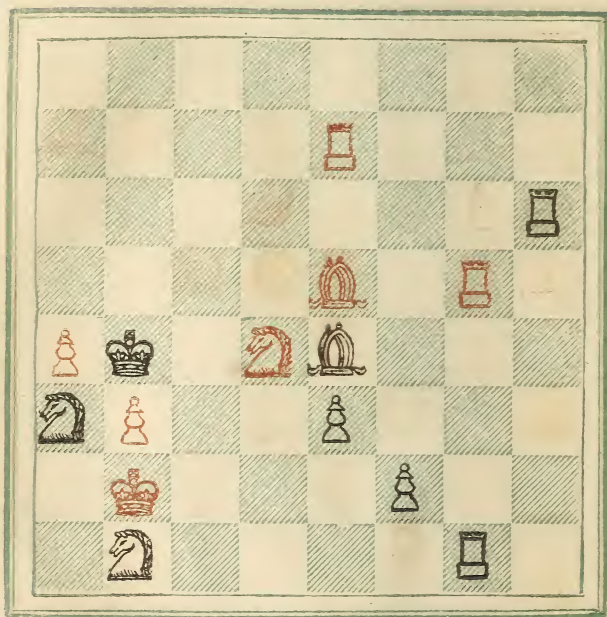
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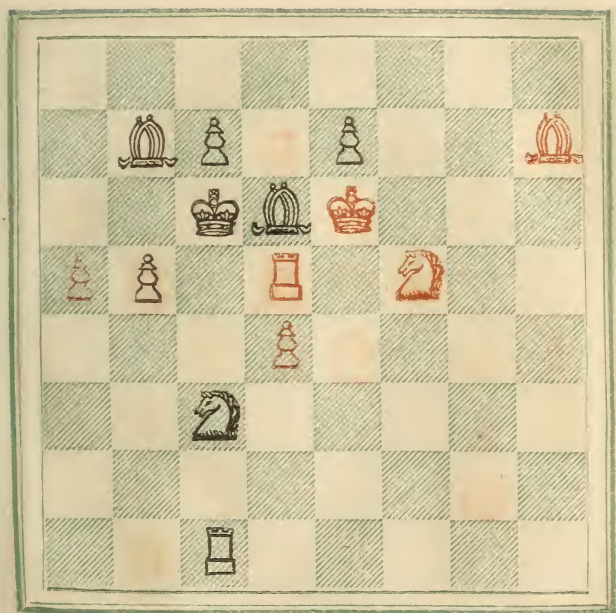
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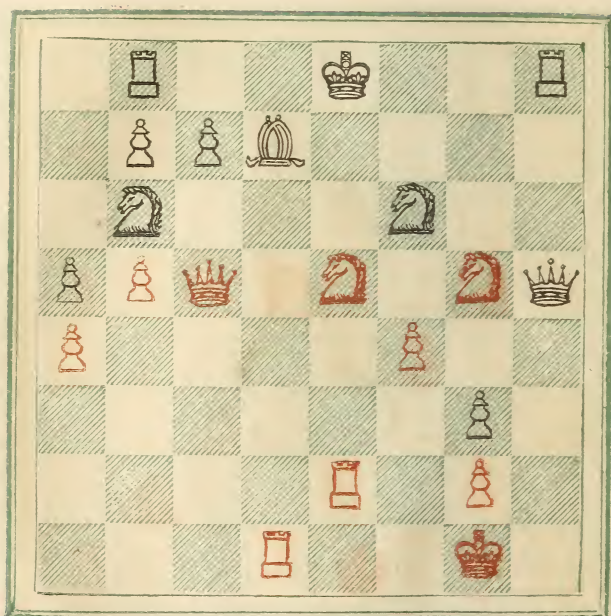
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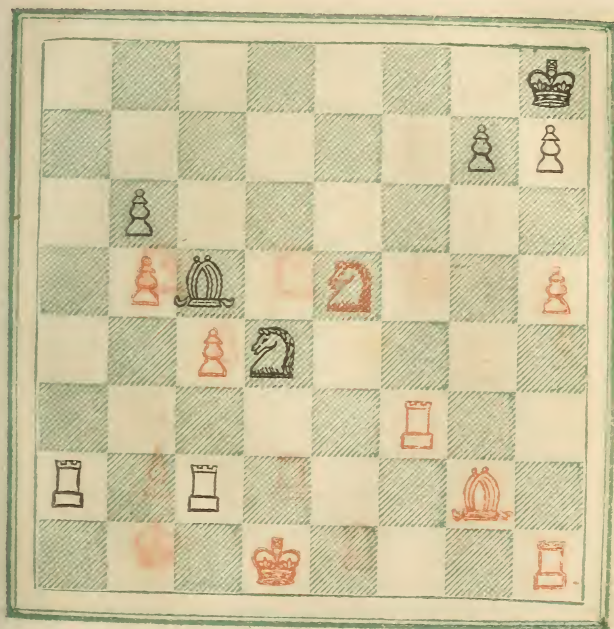
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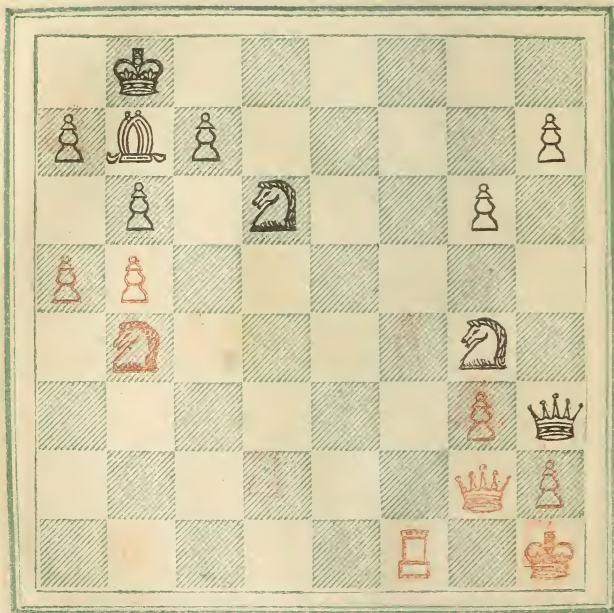
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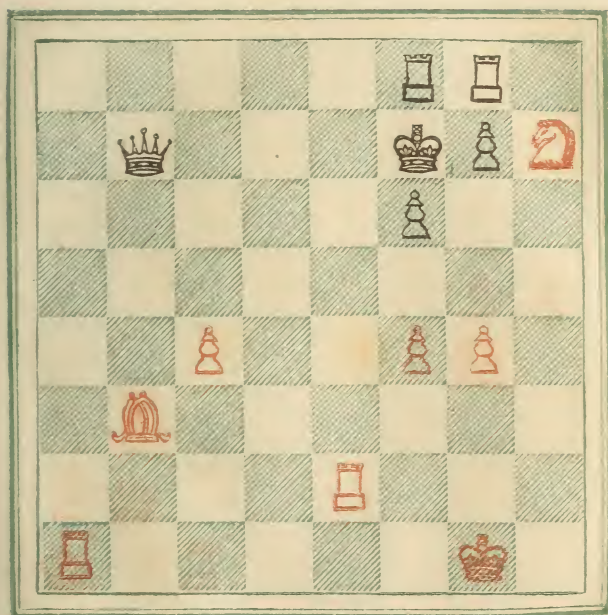
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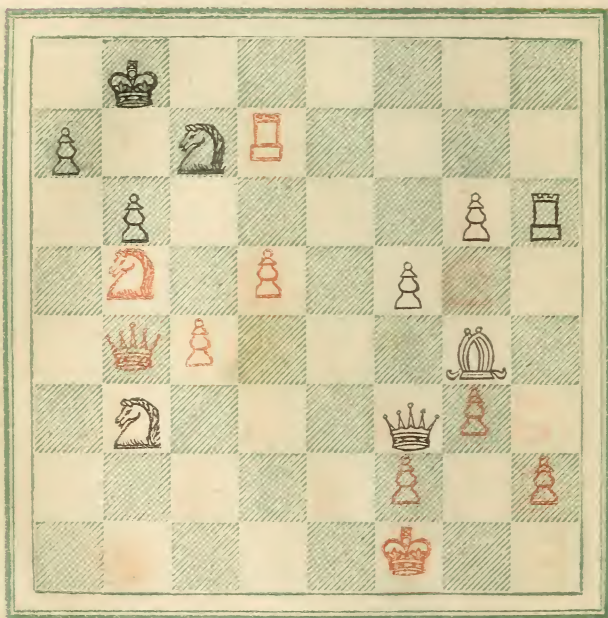
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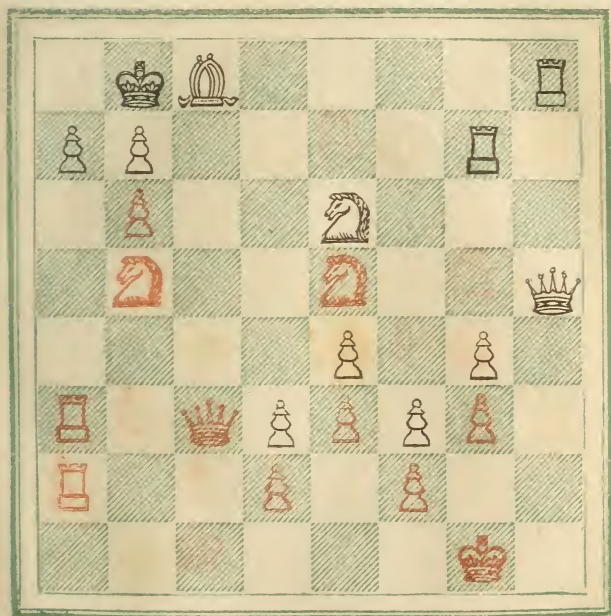
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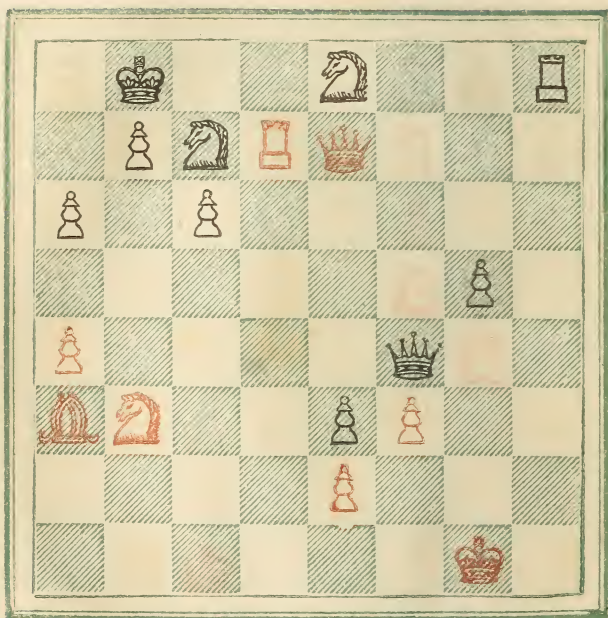
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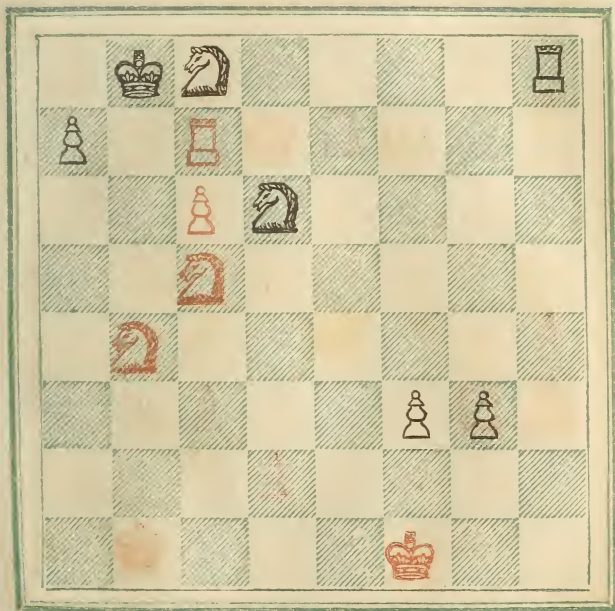
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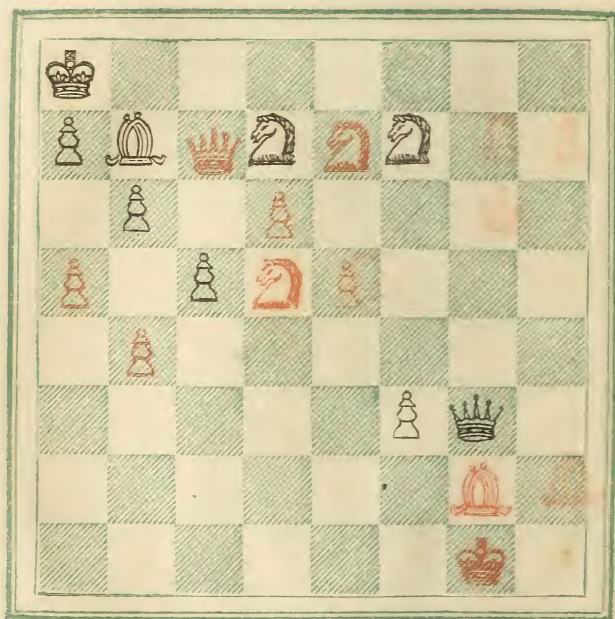
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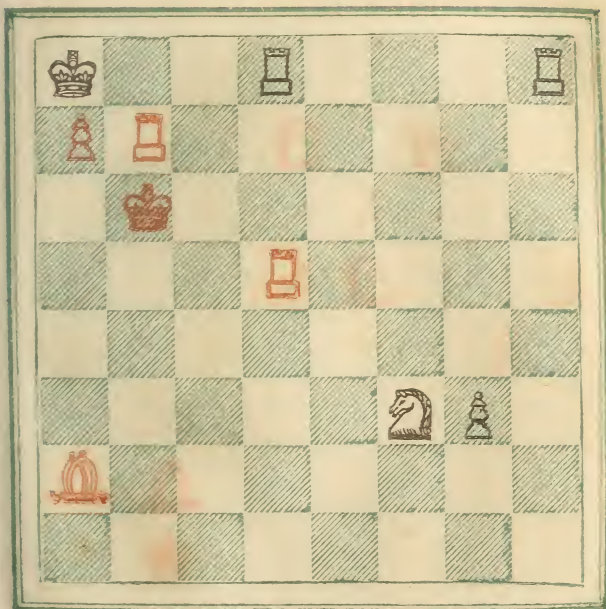
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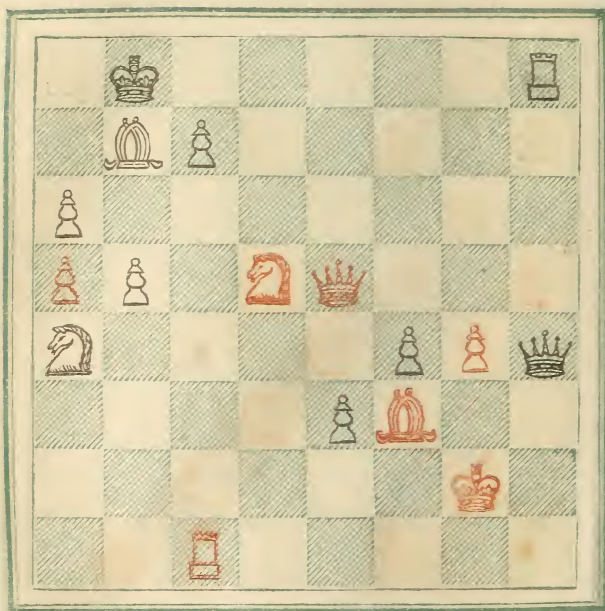
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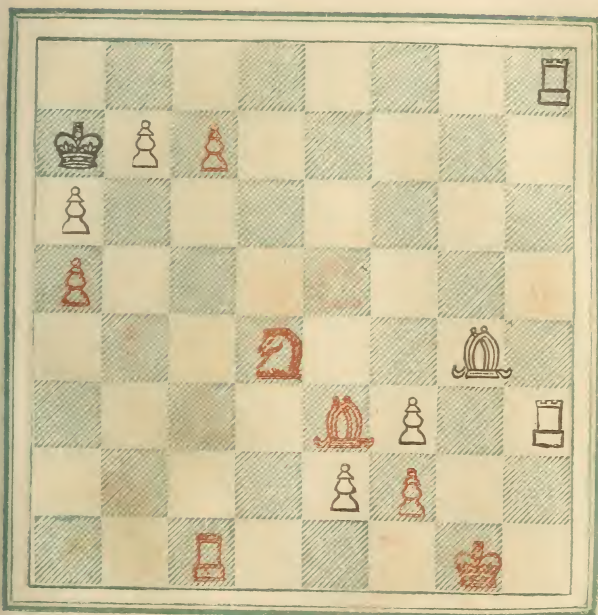
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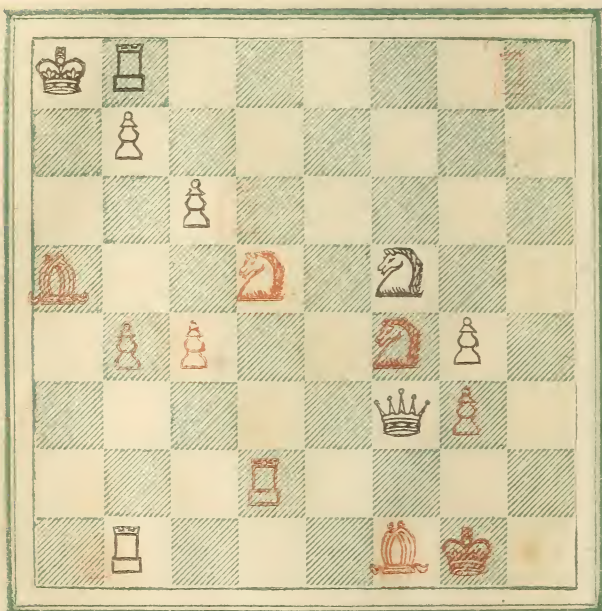
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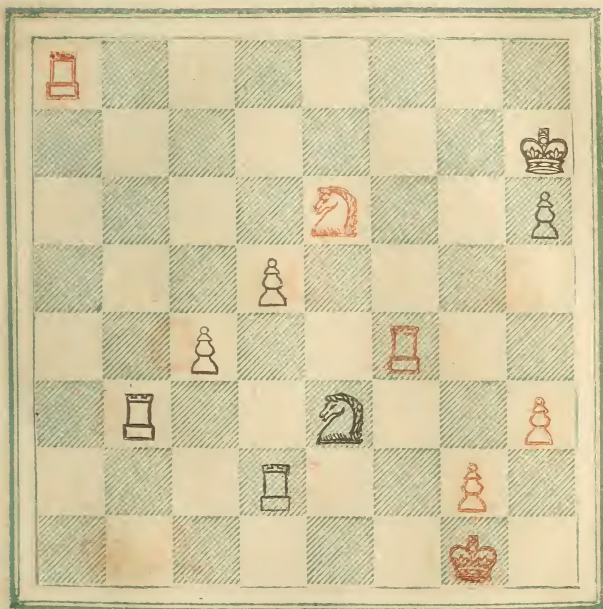
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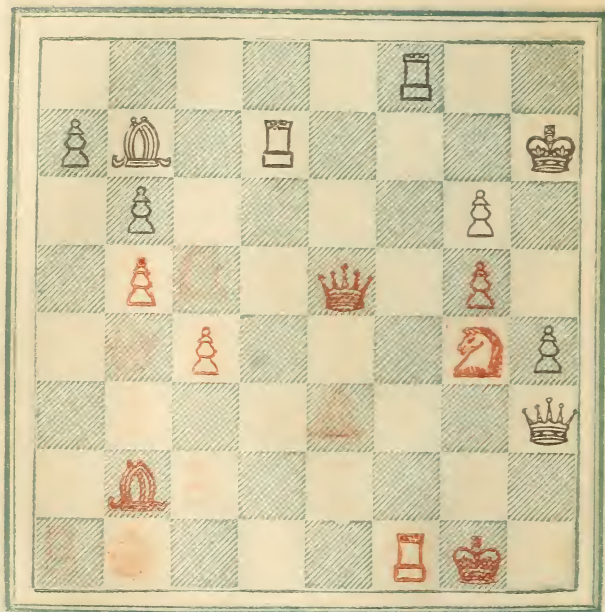
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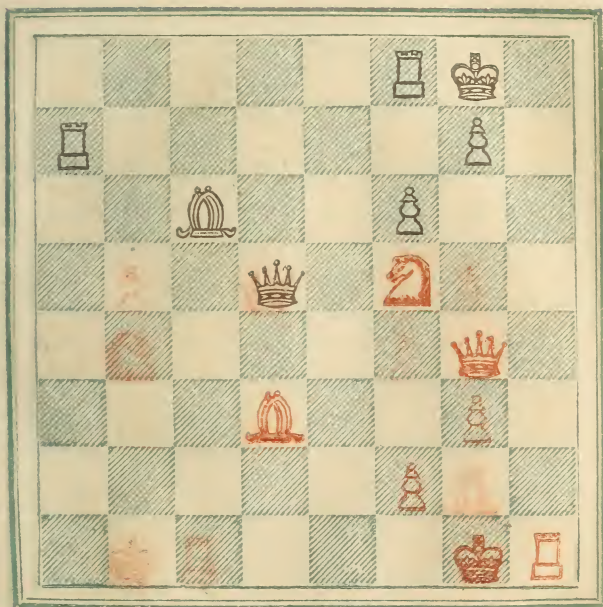
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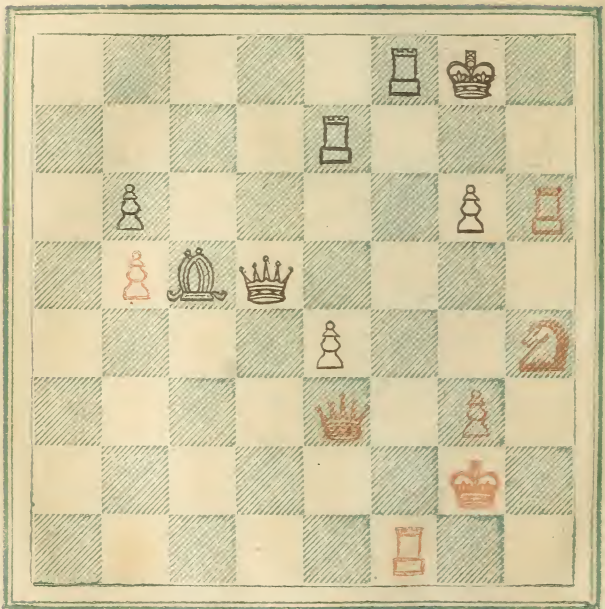
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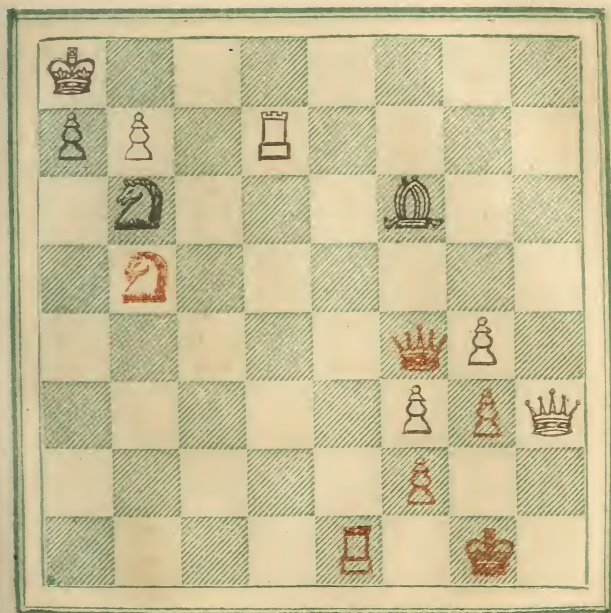
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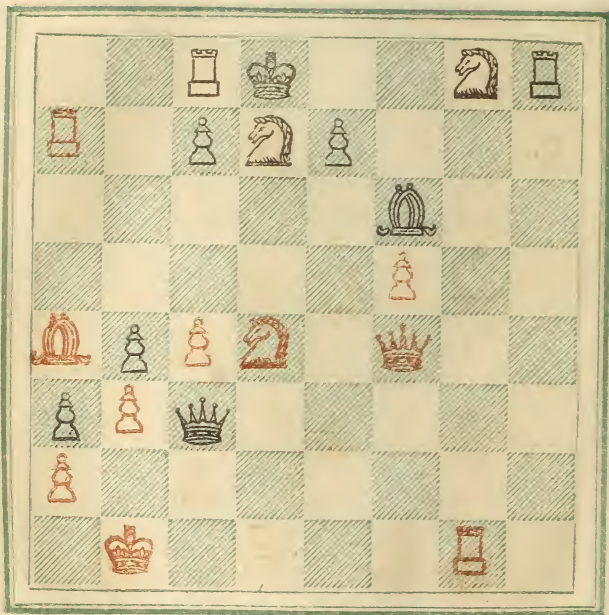
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RED TO WIN IN SIX MOVES.



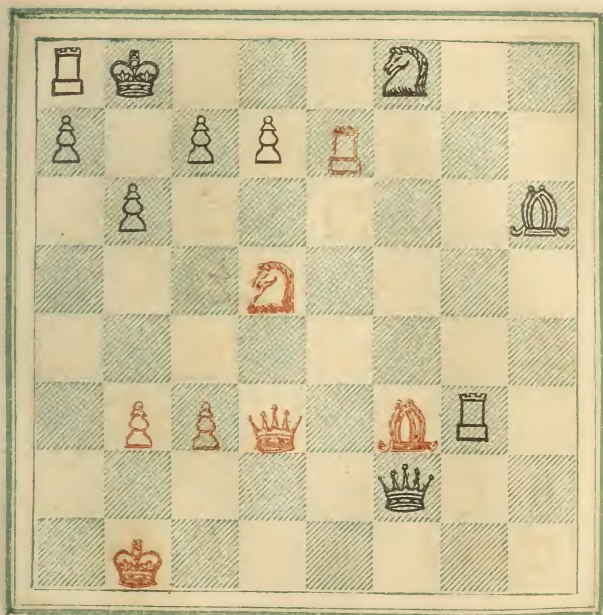
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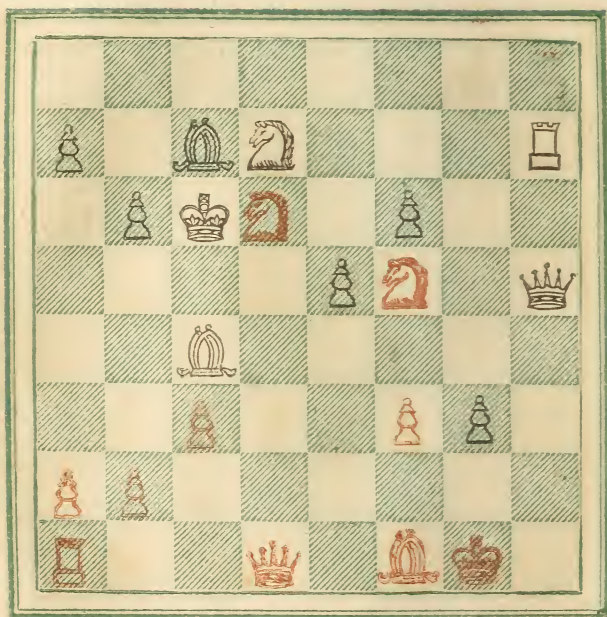
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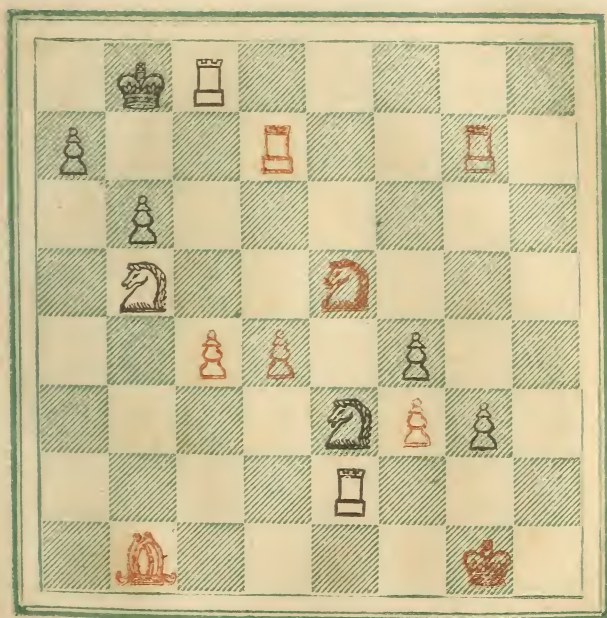
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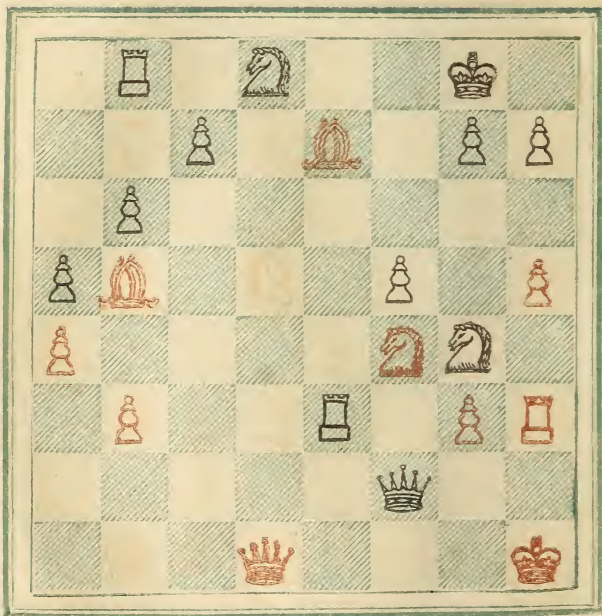
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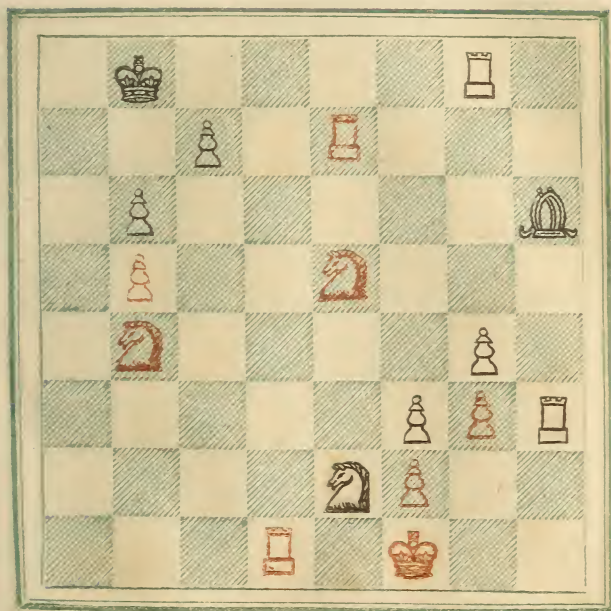
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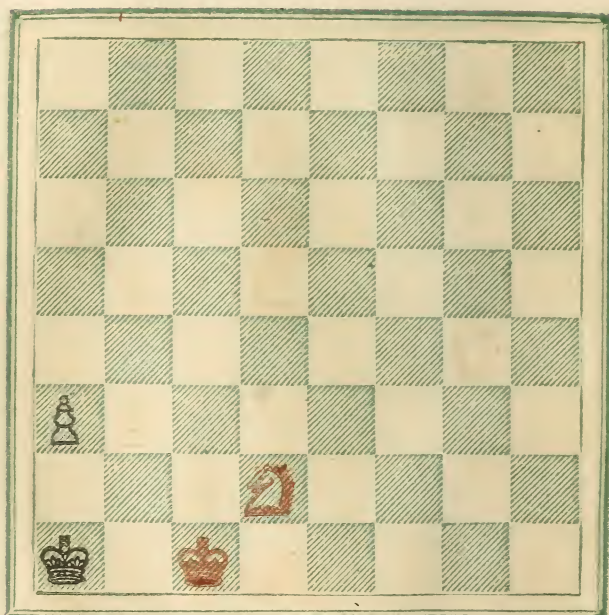
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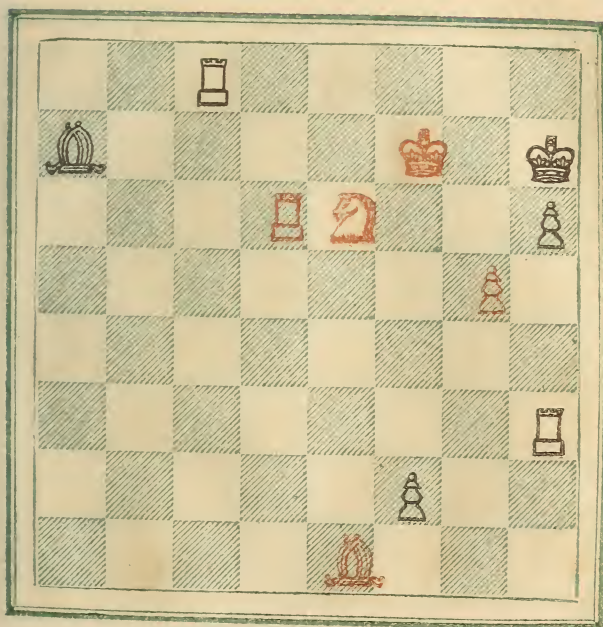
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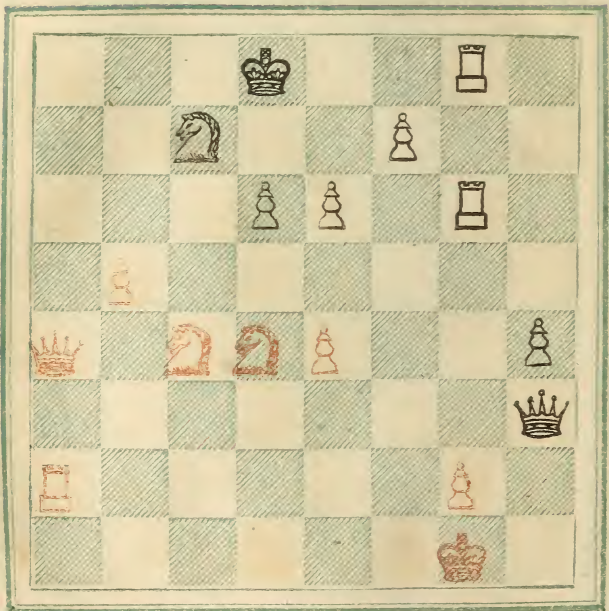
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RED TO WIN IN SIX MOVES.



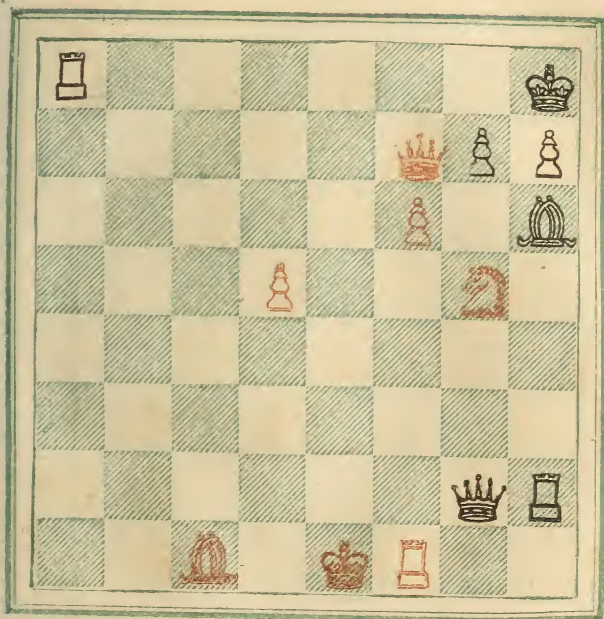
No. 42.

RED TO WIN IN SIX MOVES.



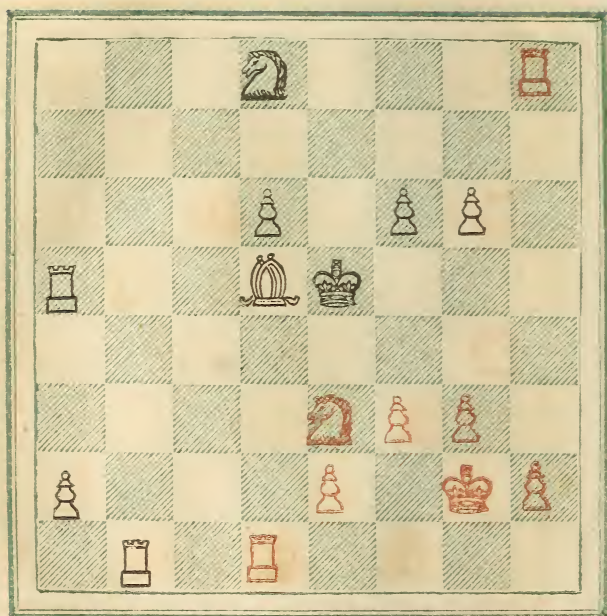
No. 43.

RED TO WIN IN SIX MOVES



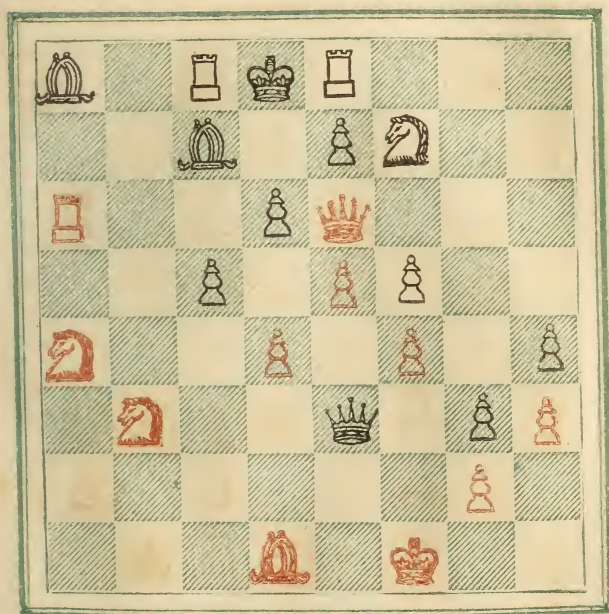
No. 44.

RED TO WIN IN SIX MOVES.



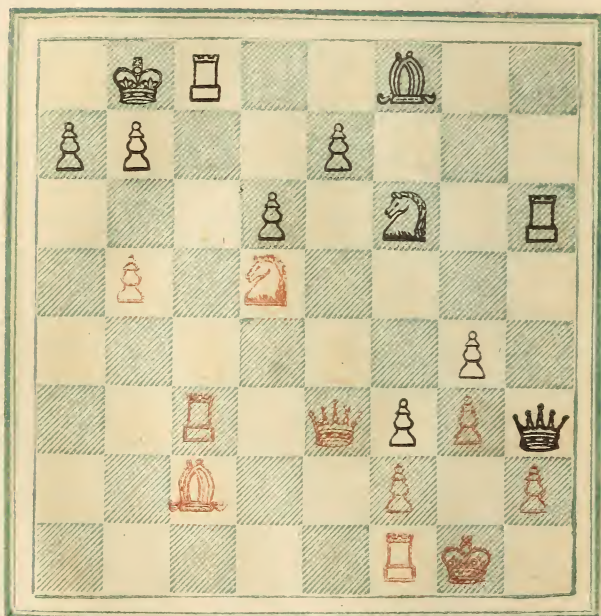
No. 45.

RED TO WIN IN SEVEN MOVES.



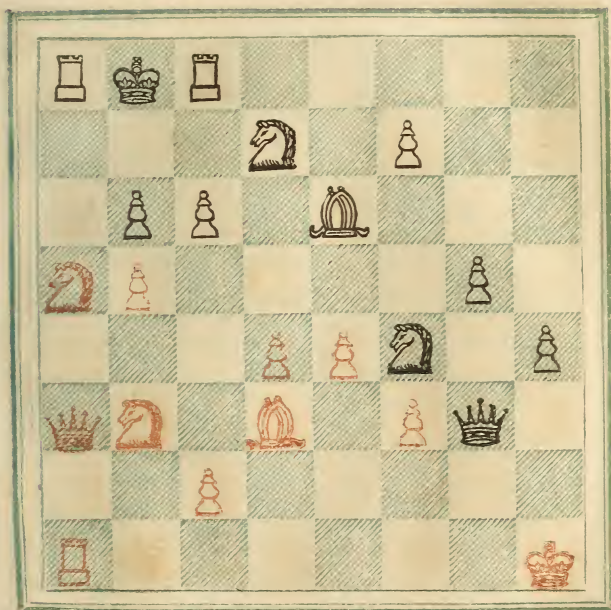
No. 46.

RED TO WIN IN SEVEN MOVES.



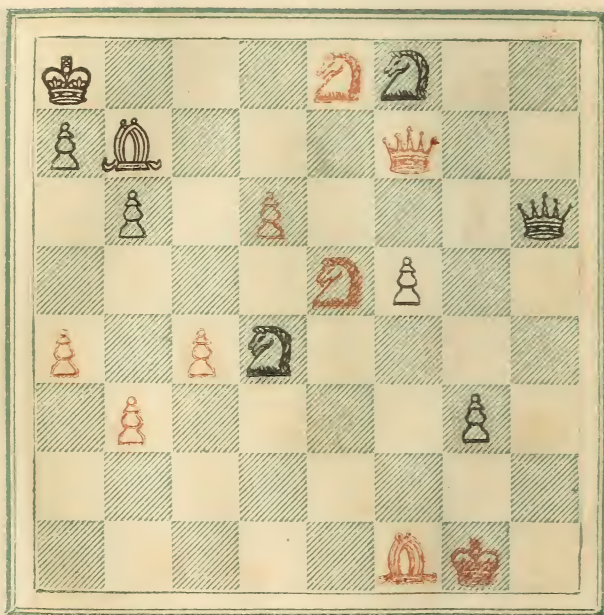
No. 47.

RED TO WIN IN SEVEN MOVES.



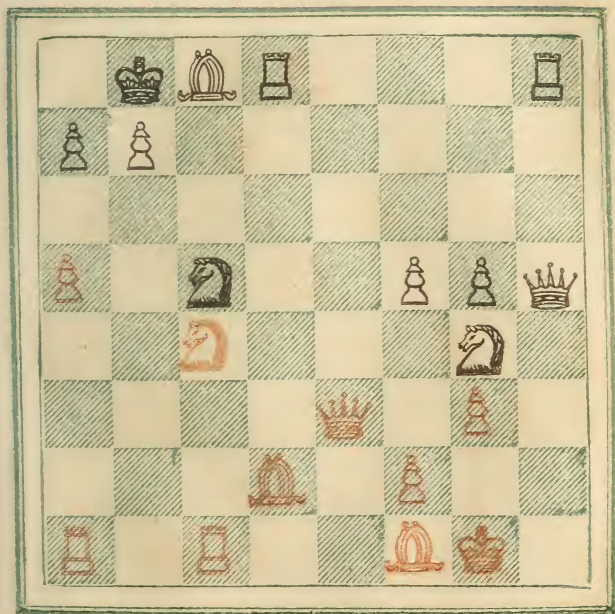
No. 48.

RED TO WIN IN SEVEN MOVES.



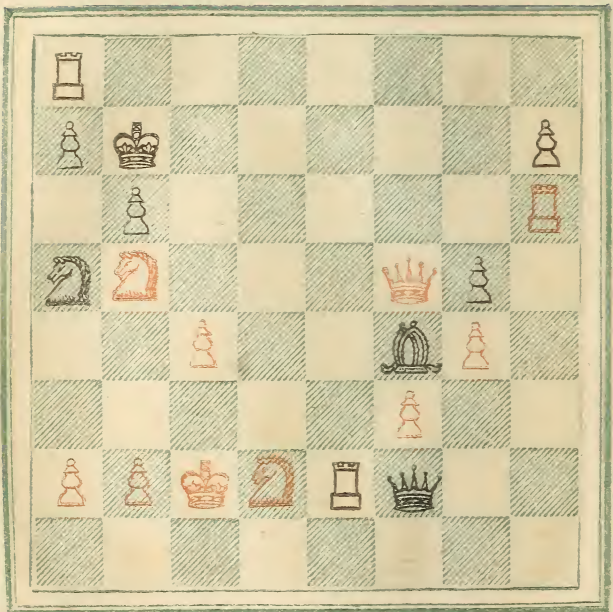
No. 49.

RED TO WIN IN SEVEN MOVES.



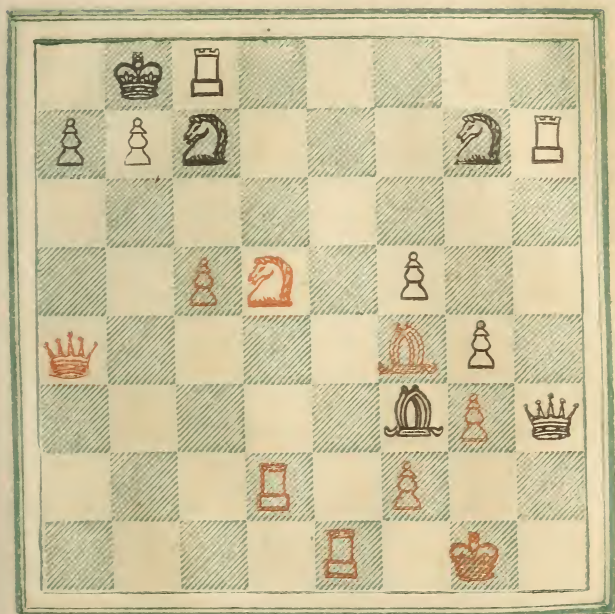
No. 50.

RED TO WIN IN SEVEN MOVES.



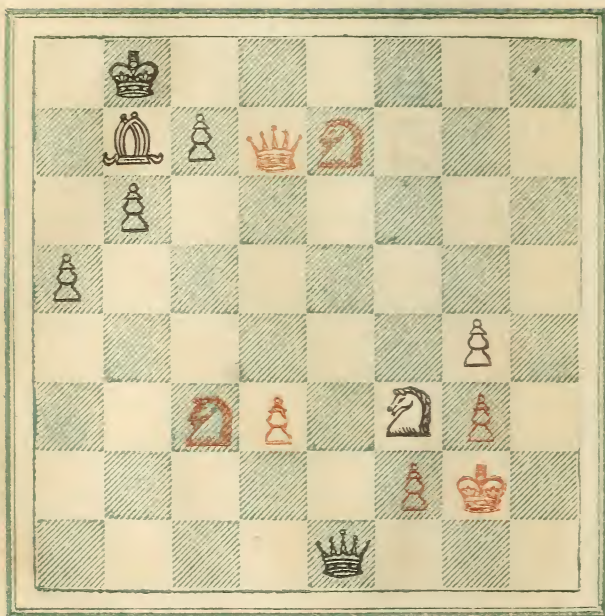
No. 51.

RED TO WIN IN EIGHT MOVES.



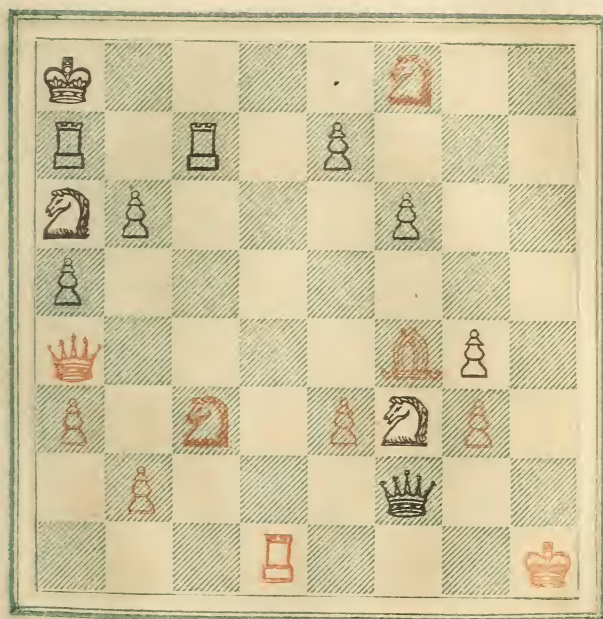
No. 52.

RED TO WIN IN EIGHT MOVES.



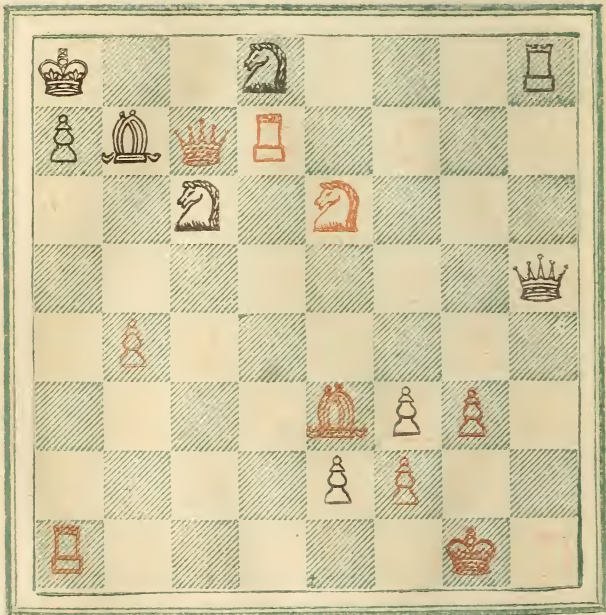
No. 53.

RED TO WIN IN EIGHT MOVES.



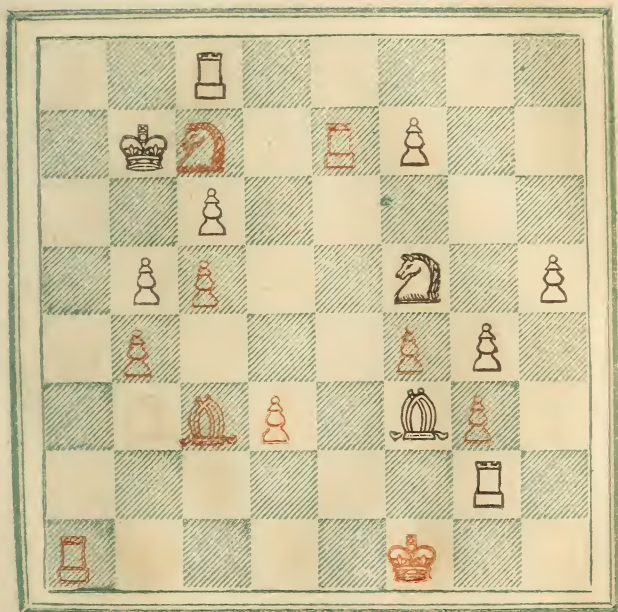
No. 54.

RED TO WIN IN EIGHT MOVES.



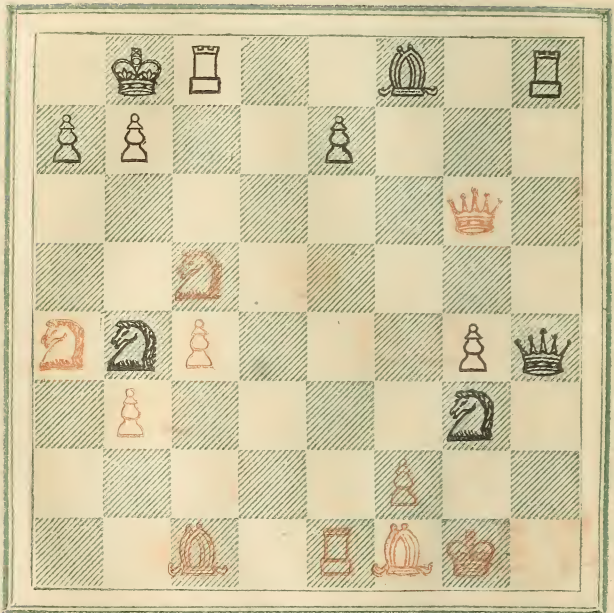
No. 55.

RED TO WIN IN EIGHT MOVES.



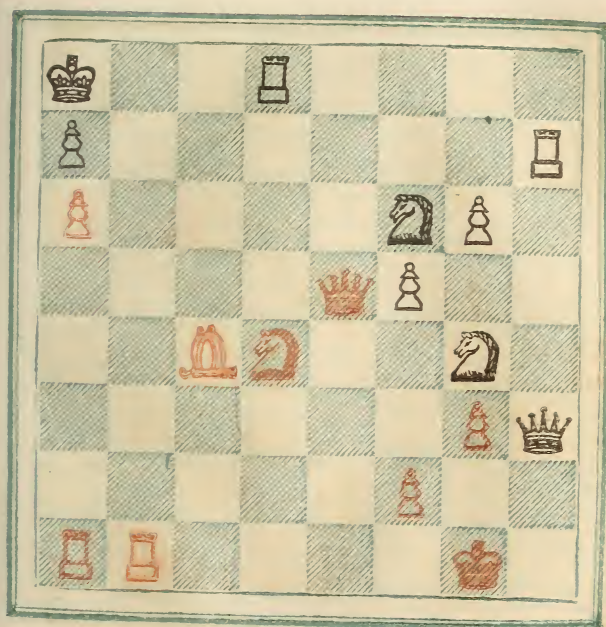
No. 56.

RED TO WIN IN EIGHT MOVES.



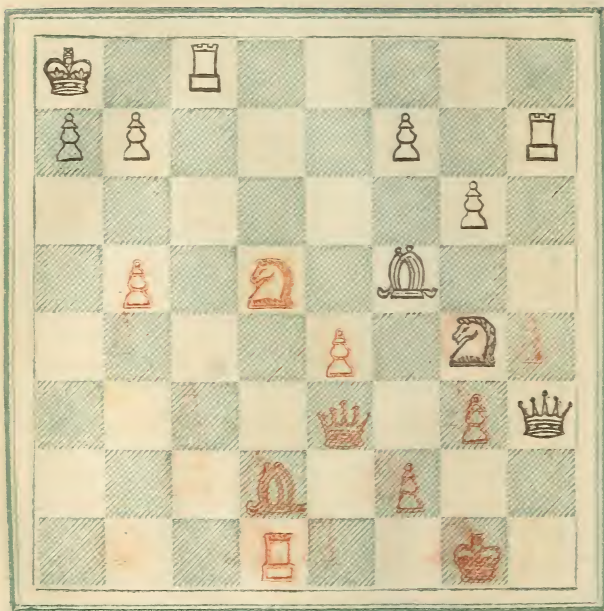
No. 57.

RED TO WIN IN EIGHT MOVES.



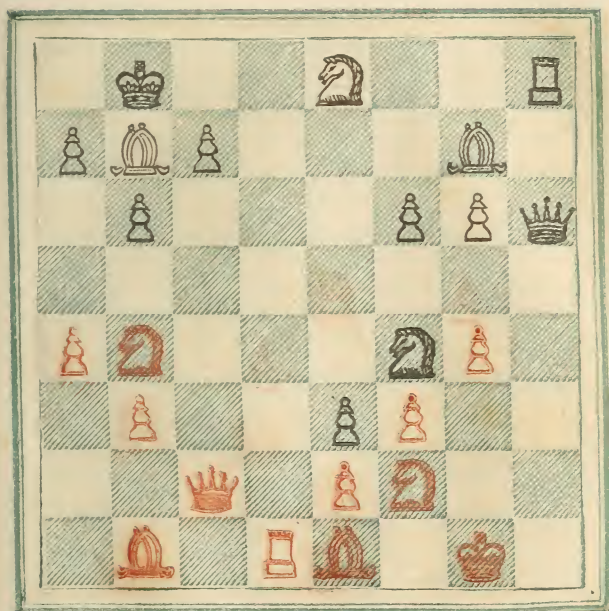
No. 58.

RED TO WIN IN NINE MOVES.



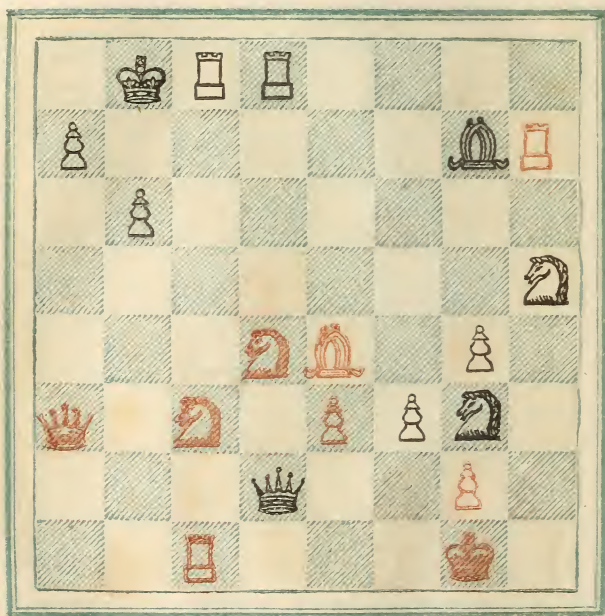
No. 59.

RED TO WIN IN NINE MOVES.



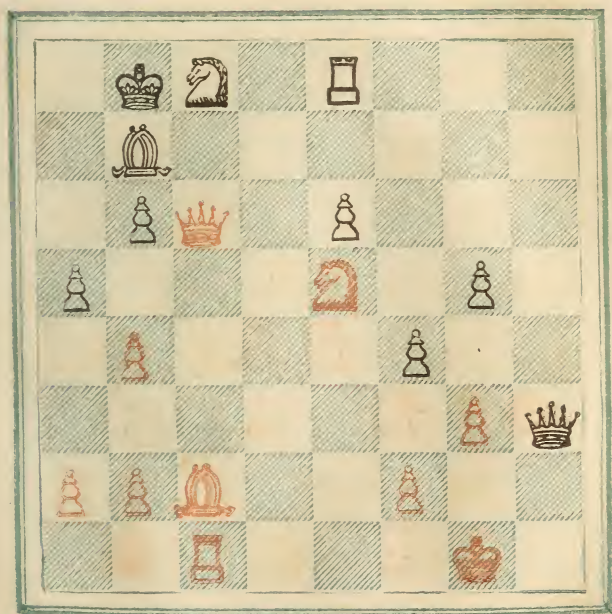
No. 60.

RED TO WIN IN NINE MOVES.



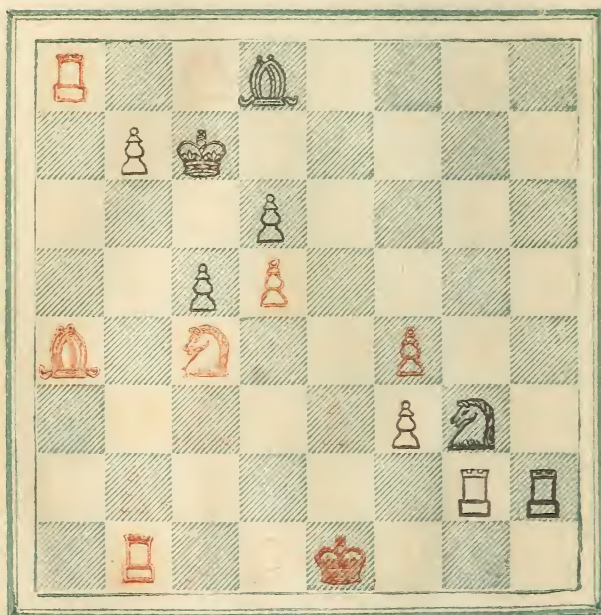
No. 61.

RED TO WIN IN TEN MOVES.



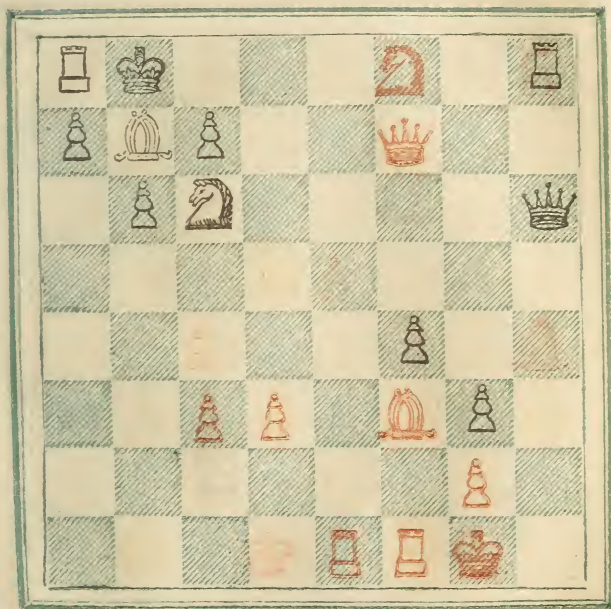
No. 62.

RED TO WIN IN TEN MOVES.



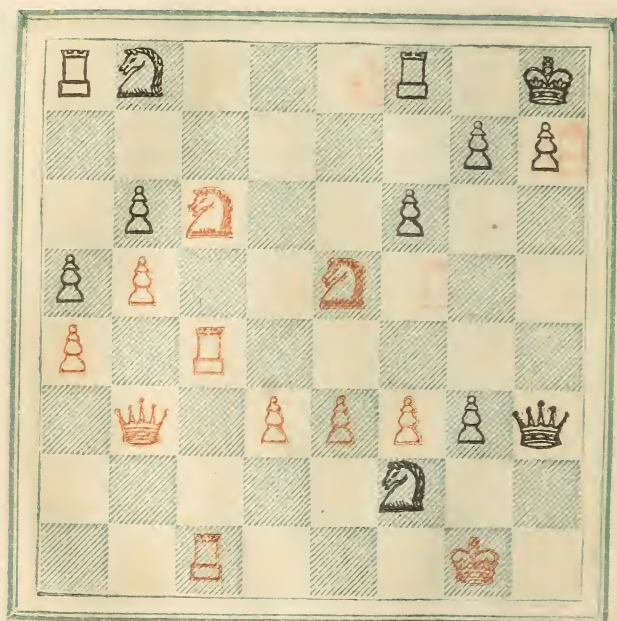
No. 63.

RED TO WIN IN ELEVEN MOVES.



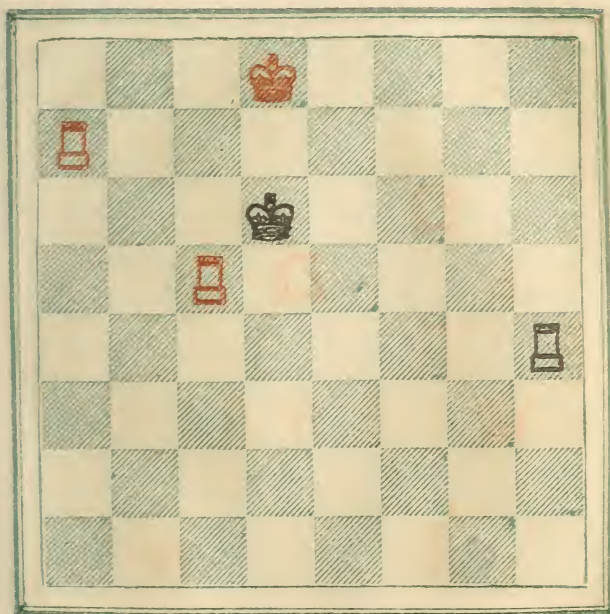
No. 64.

RED TO WIN THE GAME.



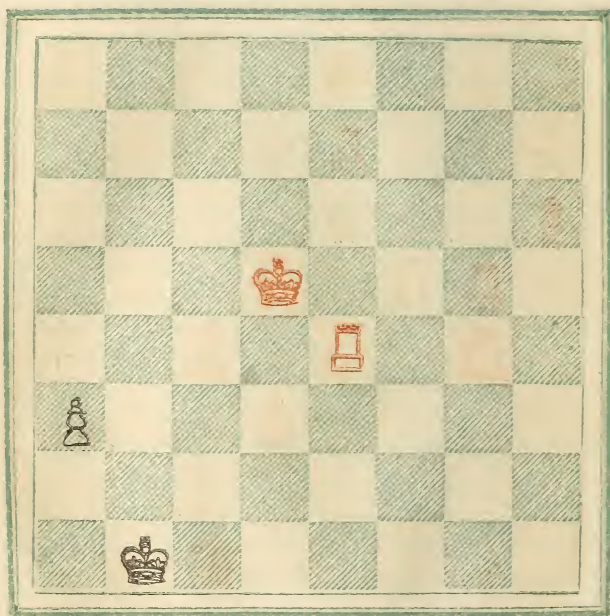
No. 65.

RED TO WIN THE GAME.



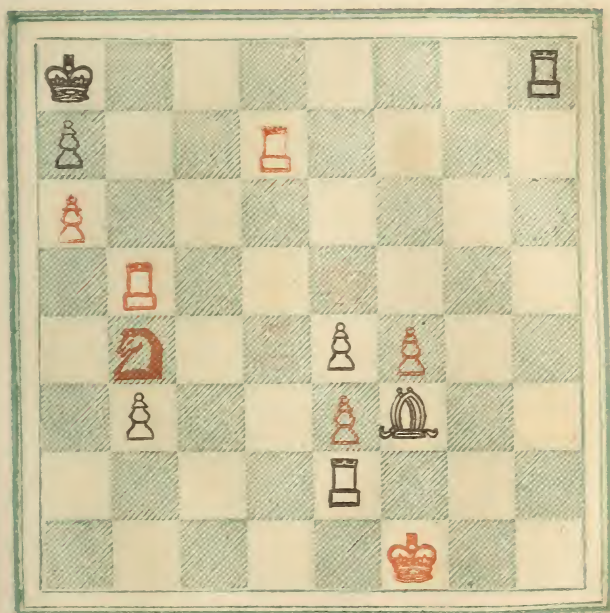
No. 66.

RED TO WIN THE GAME.



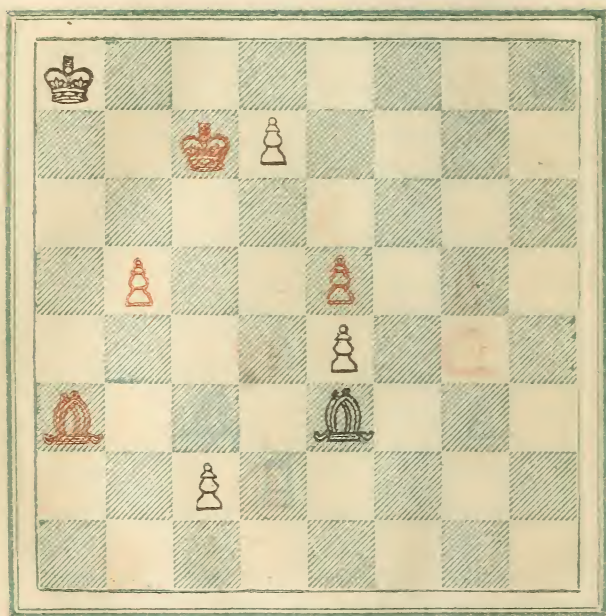
No. 67.

RED TO WIN THE GAME.



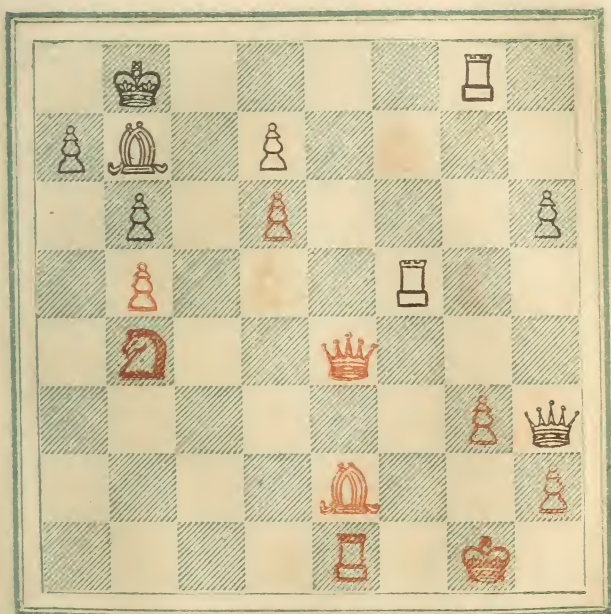
No. 68.

RED TO WIN THE GAME.



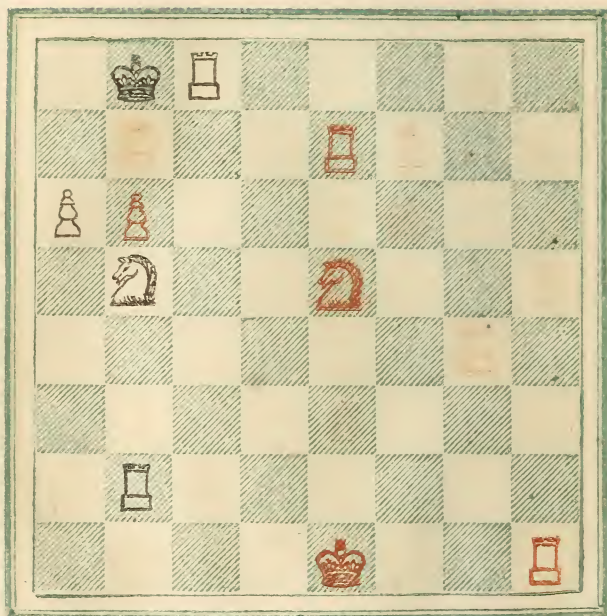
No. 69.

RED TO WIN THE GAME.



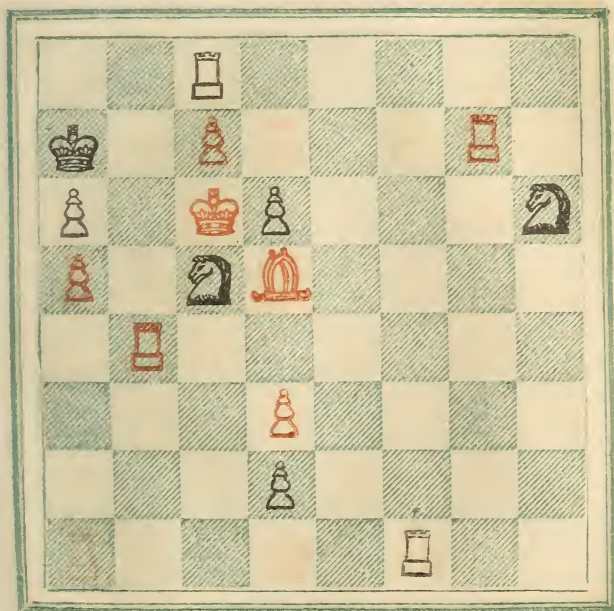
No. 70.

RED TO WIN THE GAME.



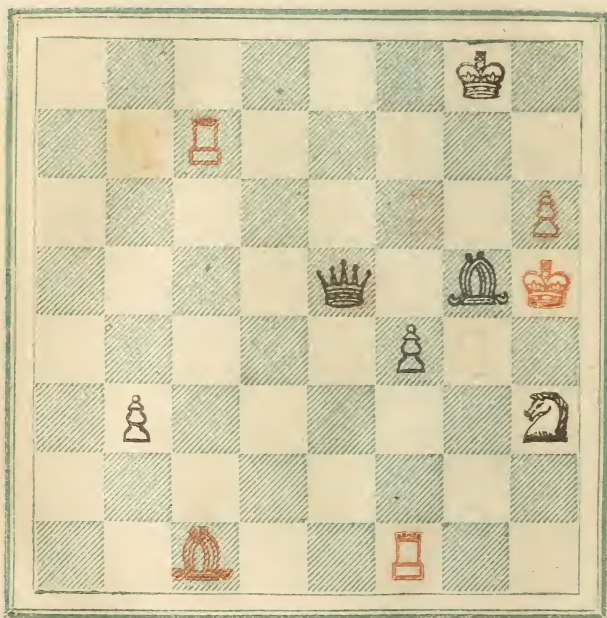
No. 71.

RED TO WIN THE GAME.



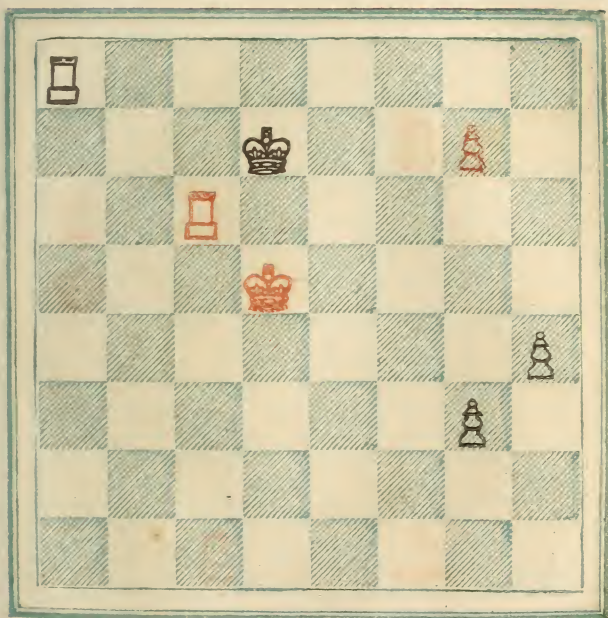
No. 72.

RED TO WIN THE GAME.



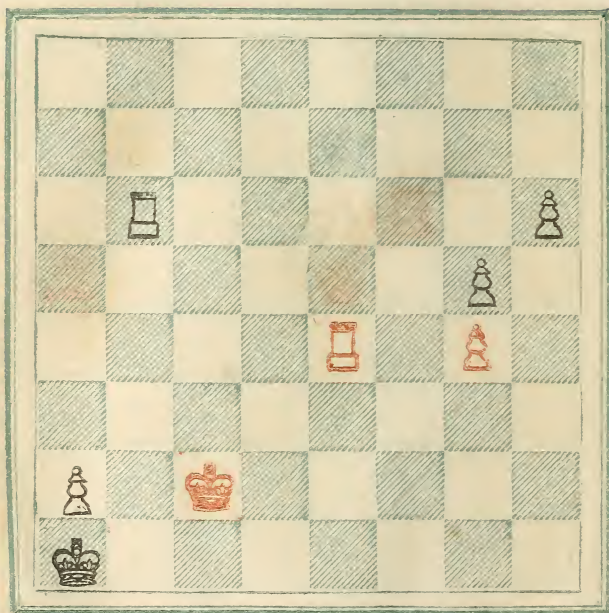
No. 73.

RED TO WIN THE GAME.



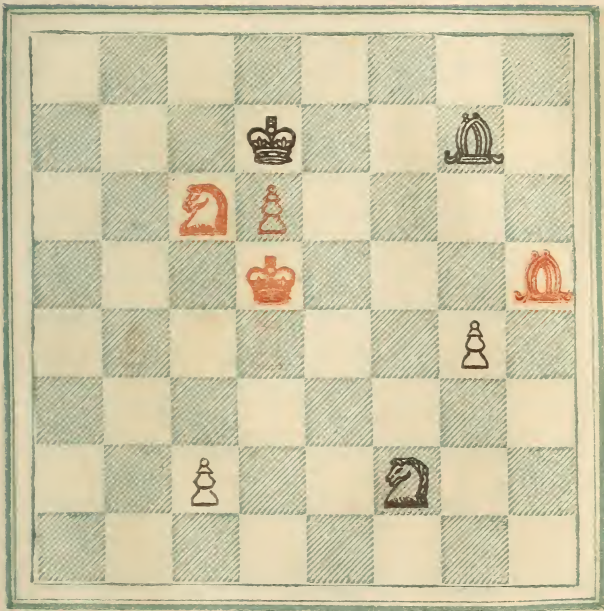
No. 74.

RED TO WIN THE GAME.



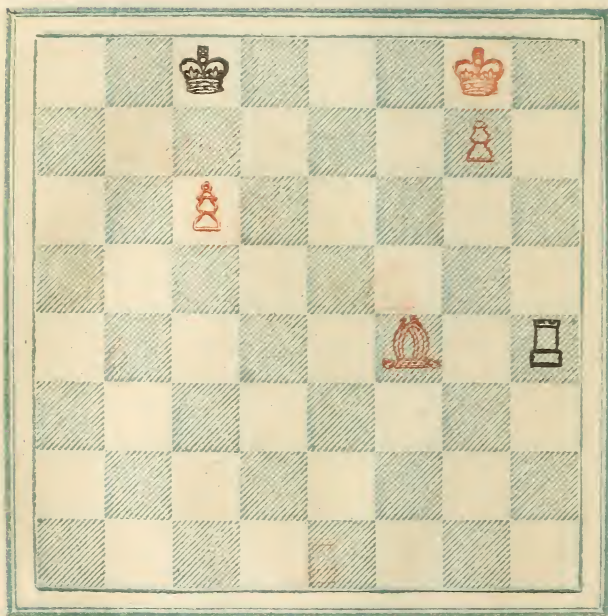
No. 75.

RED TO WIN THE GAME.



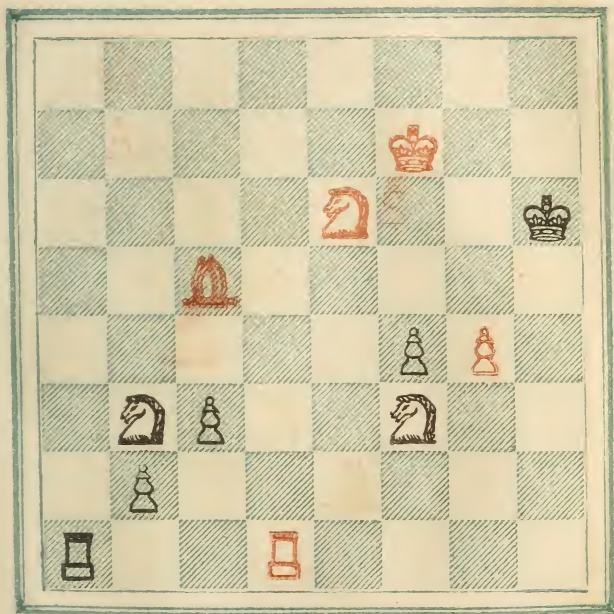
No. 76.

RED TO WIN THE GAME.



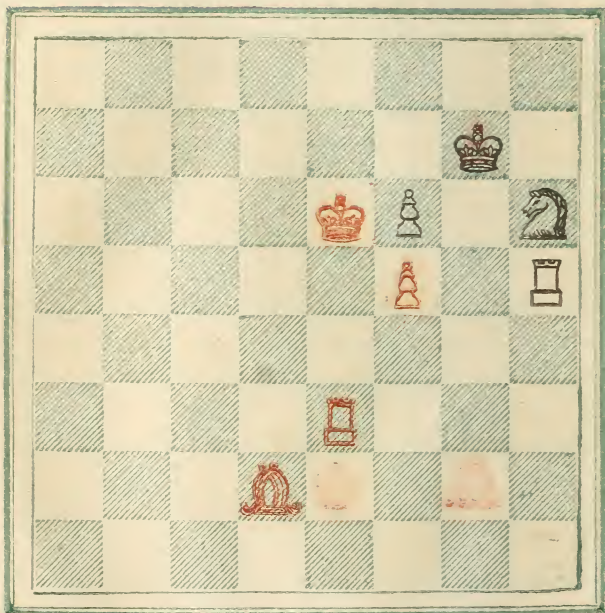
No. 77.

RED TO WIN THE GAME.



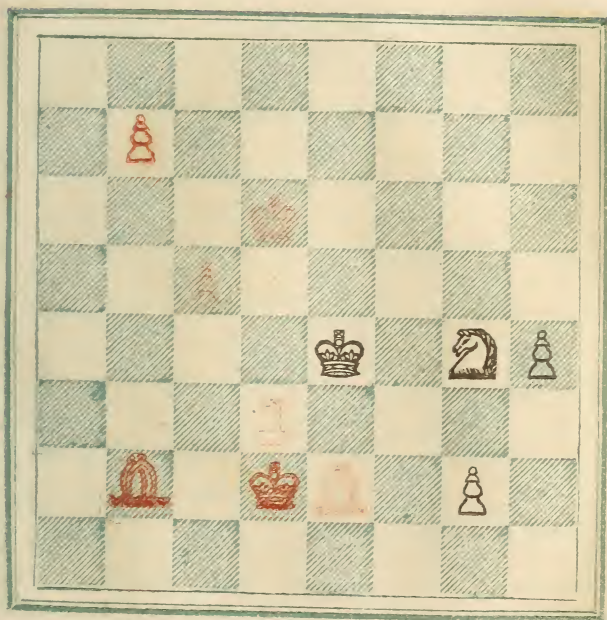
No. 78.

RED TO WIN THE GAME.



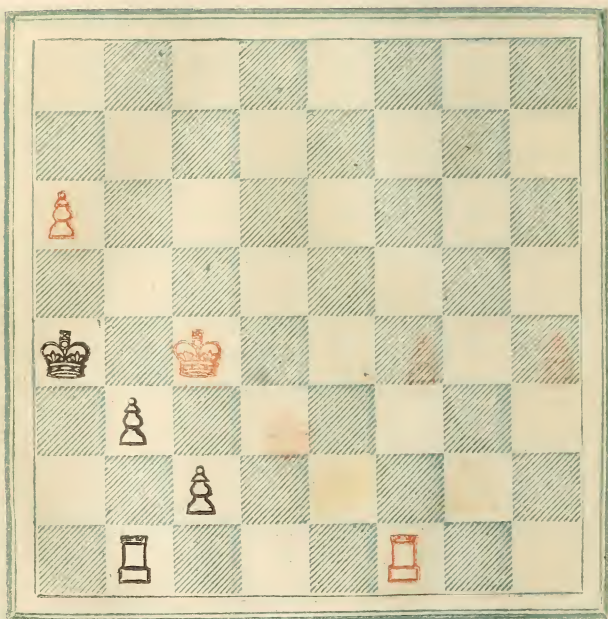
No. 79.

RED TO WIN THE GAME.



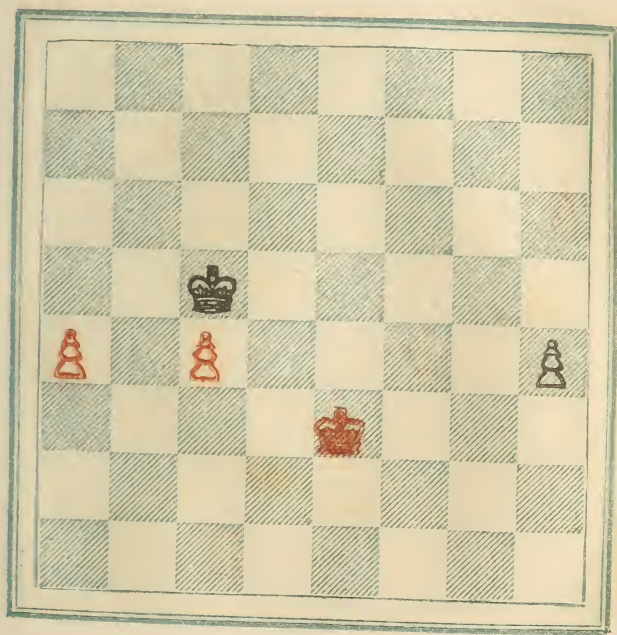
No. 80.

RED TO WIN THE GAME.



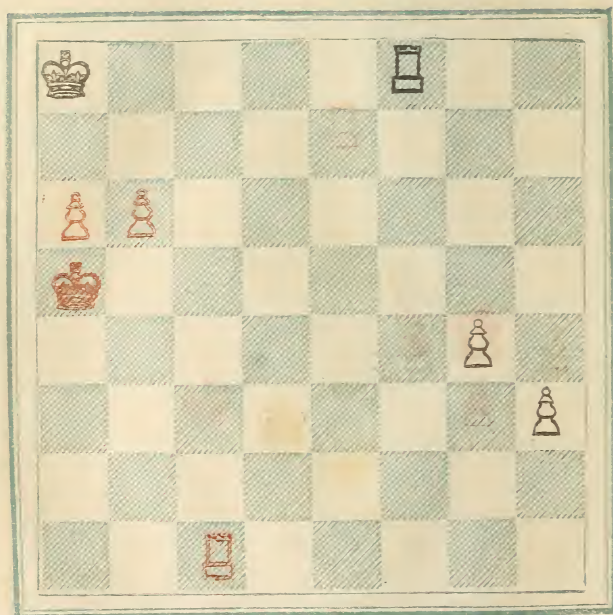
No. 81.

RED TO WIN THE GAME.



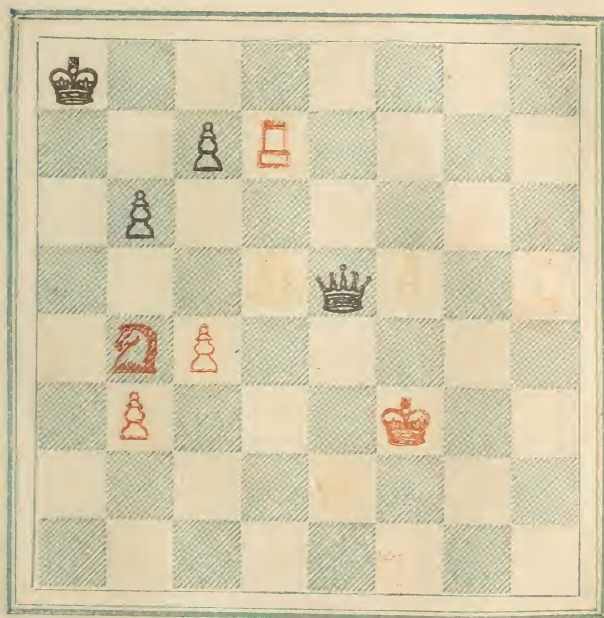
No. 82.

RED TO WIN THE GAME.



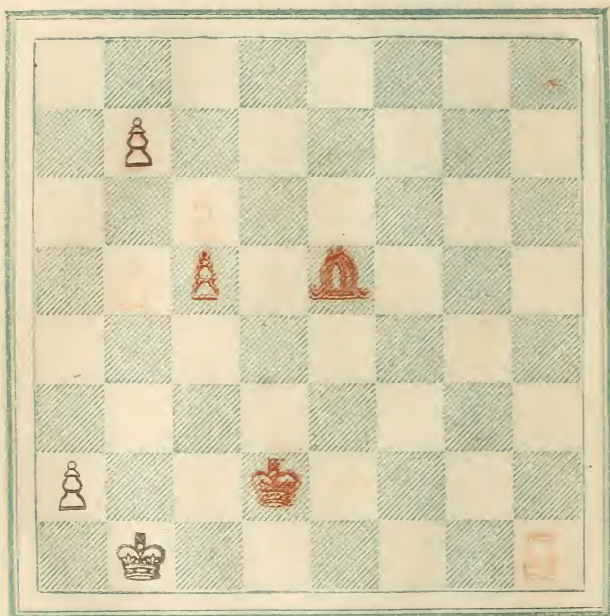
No. 83.

RED TO WIN THE GAME.



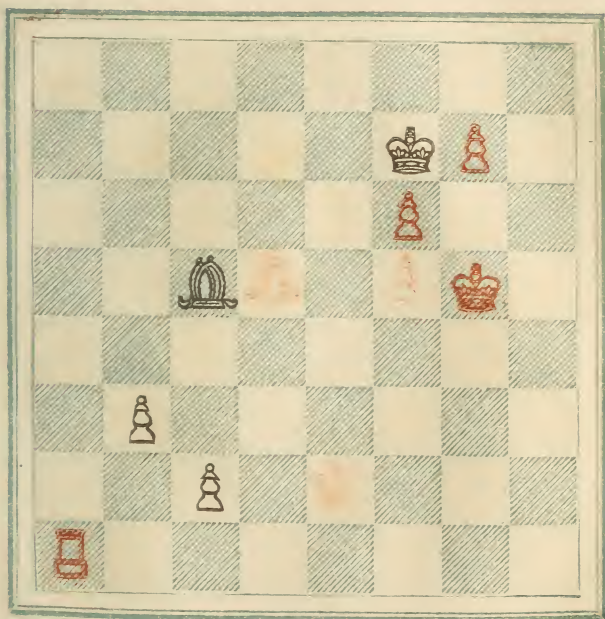
No. 84.

RED TO WIN THE GAME.



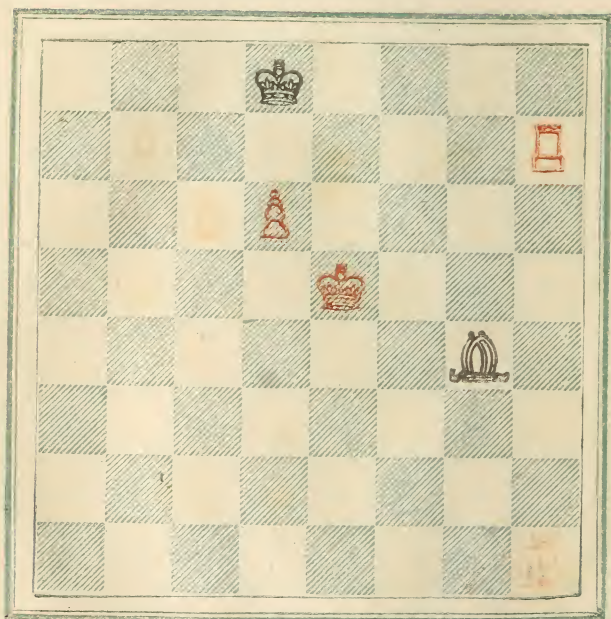
No. 85.

RED TO WIN THE GAME.



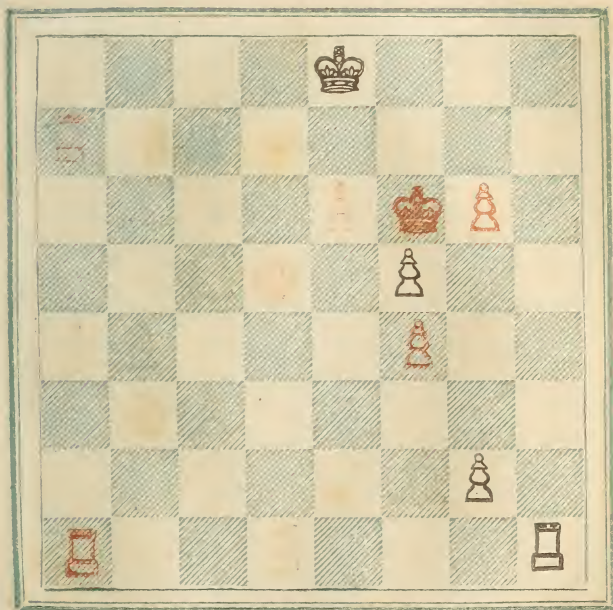
No. 86.

RED TO WIN THE GAME.



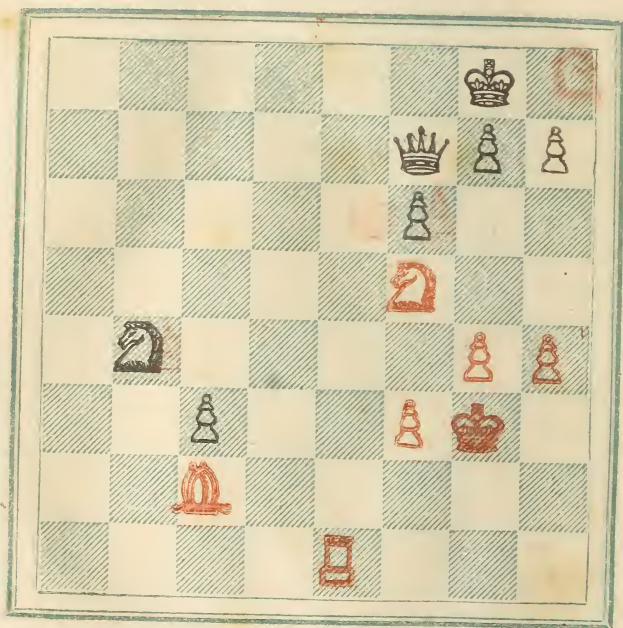
No. 87.

RED TO WIN THE GAME.



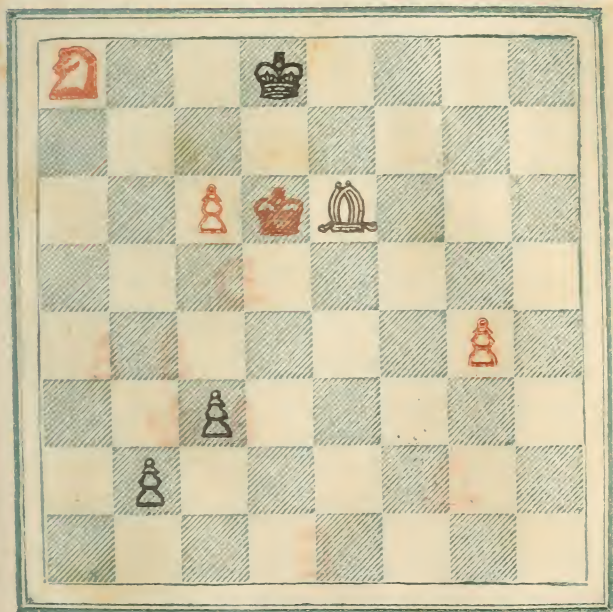
No. 88.

RED TO WIN THE GAME.



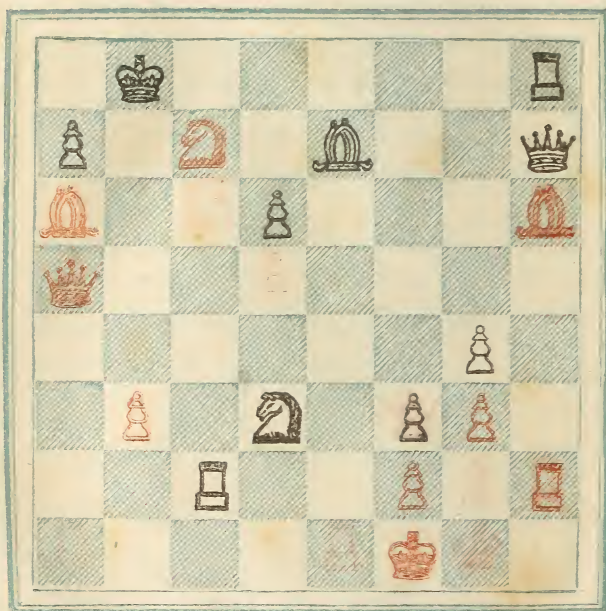
No. 89.

RED TO WIN THE GAME.



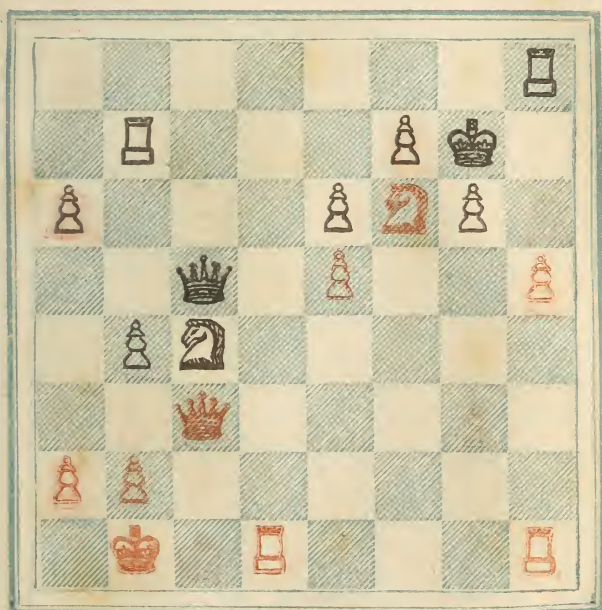
No. 90.

RED TO WIN THE GAME.



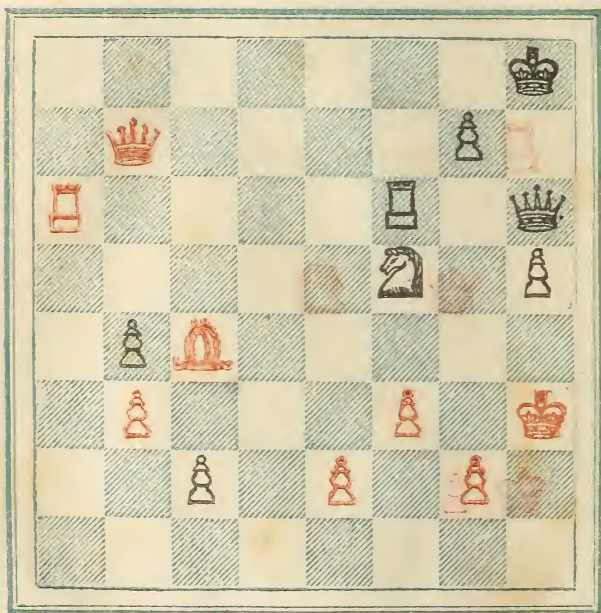
No. 91.

RED TO WIN THE GAME.



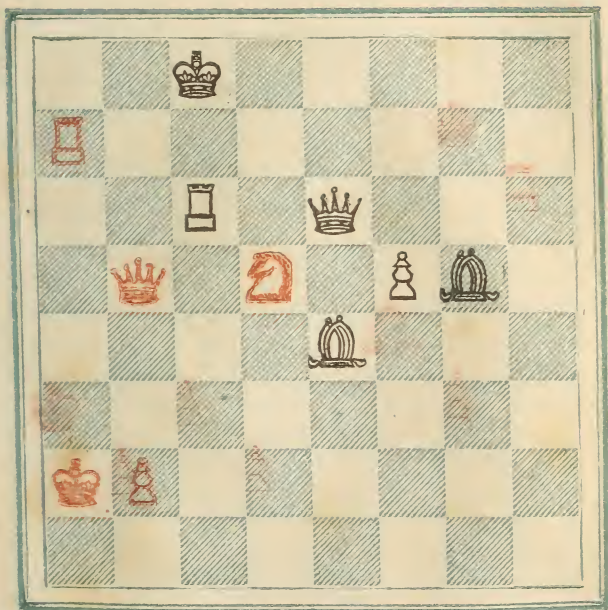
No. 92.

RED TO WIN THE GAME.



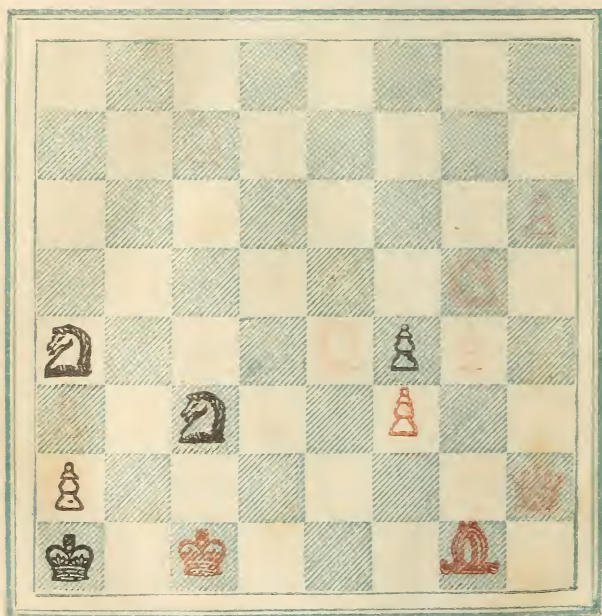
No. 93.

RED TO WIN THE GAME.



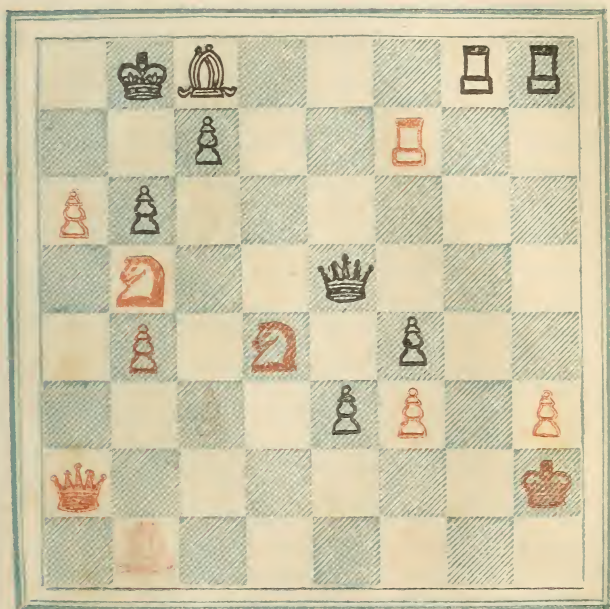
No. 94.

RED TO WIN THE GAME.



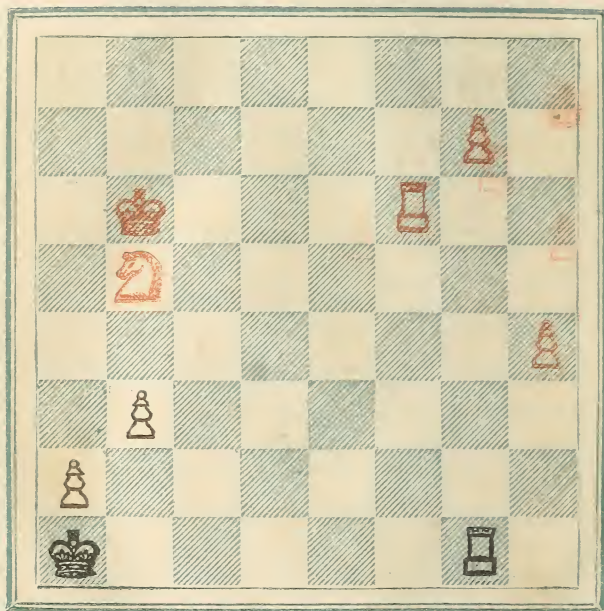
No. 95.

RED TO WIN THE GAME.



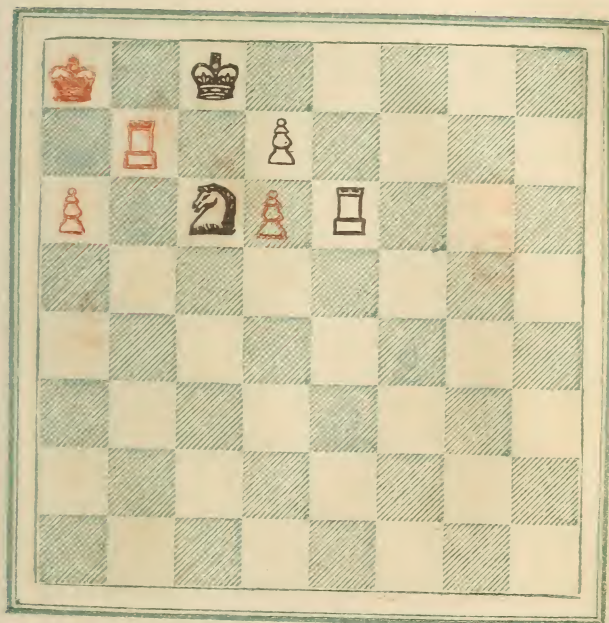
No. 96.

RED TO WIN THE GAME.



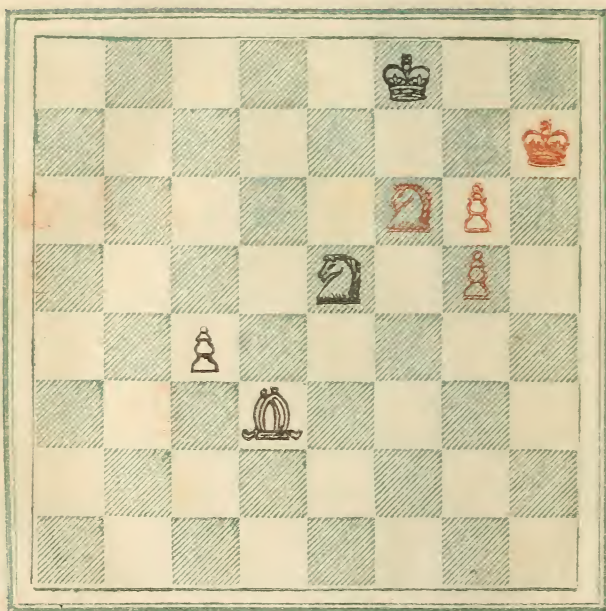
No. 97.

RED TO DRAW THE GAME.



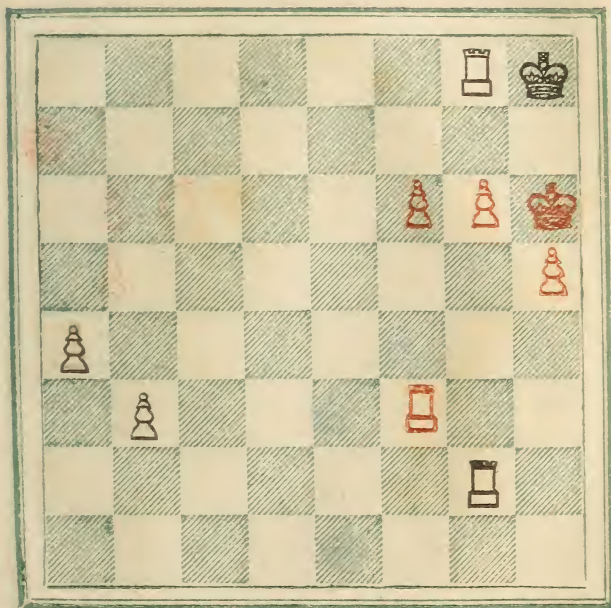
No. 98.

RED TO DRAW THE GAME.



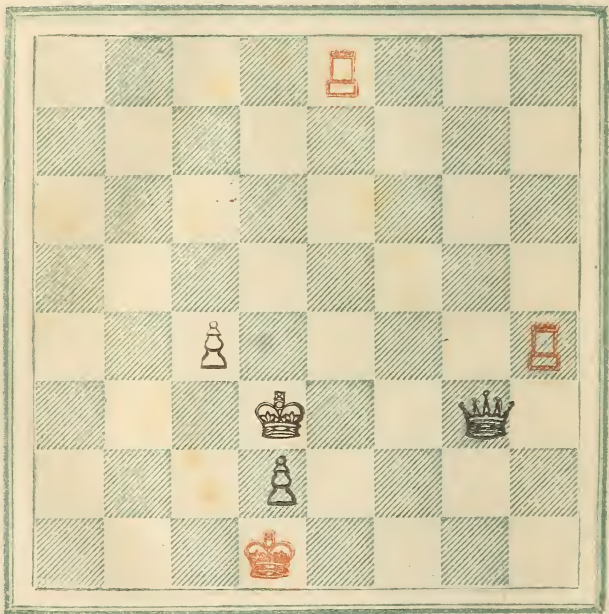
No. 99.

RED TO DRAW THE GAME.



No. 100.

RED TO DRAW THE GAME.



SOLUTIONS.



SOLUTIONS.

No. 1.

1.

RED. Kt. to K. Kt. fourth square and checks

BLACK. R. takes Kt.

2.

R. R. to adv. K. B. fourth square and checks

B. K. takes R.

3.

R. R. to adv. Q. fourth square and checkmates.

No. 2.

1.

R. B. to adv. Q. Kt. second square and checks

B. R. takes B.

2.

R. *R.* to adv. *Q.* *B.* square and checks*B.* *R.* interposes

3.

R. *Kt.* to adv. *Q.* *B.* second square and checkmates.

—

No. 3.

1.

R. *R.* to adv. *Q.* *B.* second square and checks*B.* *B.* takes *R.*

2.

R. *Kt.* to *Q.* fourth square and checks*B.* *K.* to *Q.* *B.* fourth square

3.

R. *R.* to adv. *Q.* *Kt.* fourth square and checkmates.

—

No. 4.

1.

R. *Kt.* takes *K.* *B.* *P.* and checks*B.* *P.* takes *Kt.* (or *A.*)

2.

R. *B.* to adv. *K.* fourth square and checks*B.* *K.* to his third square

3.

R. *Kt.* to adv. *Q.* *B.* fourth square and check-
mates.

(Or A)

1.

R. Kt. takes *K.* *B.* *P.* and checks*B.* *R.* takes Kt.

2.

R. *B.* to adv. *K.* fourth square and checks*B.* *R.* takes *B.*

3.

R. *P.* takes *R.* and checkmates.

—

No. 5.

1.

R. *Q.* to adv. *Q.* *R.* third square and checks*B.* Kt. takes *Q.*

2.

R. *B.* takes *Q.* Kt. *P.* and checks*B.* *K.* to *Q.* *R.* second or *Q.* Kt. square

3.

R. Kt. to adv. *Q.* *B.* third square and checkmates.

—

No. 6.

1.

R. *R.* to adv. *K.* Kt. fourth square and checks*B.* If the *K.* be played to *K.* *R.* third square, Red
will checkmate with Kt. at adv. *K.* *B.*
second square, therefore,
K. takes *R.*

2.

R. Kt. to adv. K. B. second square and checks*B.* K. to his R. fourth square

3.

R. K. Kt. P. two squares and checkmates.

—

No. 7.

1.

R. K. R. to K. R. square and checks*B.* R. interposes

2.

R. Q. R. to adv. K. R. second square and checks*B.* R. takes R.

3.

R. P. one square and checkmates.

—

No. 8.

1.

R. Kt. to adv. Q. Kt. fourth square and checks*B.* B. takes Kt.

2.

R. Kt. takes B. and checks*B.* K. takes Q. R. P. (*or* A)

3.

R. Q. Kt. P. one square becomes a Kt. and checkmates.

(Or A)

2.

R. Kt. takes *B.* and checks*B.* K. to Q. Kt. square

3.

R. Q. *R.* P. one square and checkmates

—

No. 9.

1.

R. R. to adv. Q. Kt. square and checks*B.* K. takes *R.*

2.

R. B. takes Q. P. and checks*B.* K. to Q. B. square

3.

R. Kt. to adv. Q. Kt. third square and checks*B.* K. to Q. square

4.

R. B. to adv. Q. B. second square and checkmates.

—

No. 10.

1.

R. K. B. to K. fourth square and checks*B.* K. R. to Q. Kt. second square

2

R. Q. to adv. Q. Kt. square and checks*B.* Q. R. takes Q.

3.

R. *R.* takes *Q.* *R.* *P.* and checks*B.* *B.* takes *R.*

4.

R. *Kt.* to adv. *Q.* *B.* second square and checkmates.

 No. 11.

1.

R. *Q.* *R.* to adv. *Q.* *R.* fourth square and checks*B.* If the *K.* move to *Q.* *Kt.* third square, *Q.* will take *Q.* *B.* *P.* and checkmate, therefore,
K. takes *R.*

2.

R. *Q.* takes *Q.* *B.* *P.* and checks*B.* *P.* takes *Q.*

3.

R. *Kt.* to *Q.* *B.* fourth square and checks*B.* *K.* to *Q.* *Kt.* fourth square

4.

R. *R.* to adv. *Q.* *Kt.* third square and checkmates.

 No. 12.

1.

R. *Q.* *P.* one square and checks*B.* *B.* takes *Q.* *P.*

2.

R. R. to adv. Q. Kt. square and checks*B.* K. takes R.

3.

R. Q. R. P. one square and checks*B.* If Black play K. to Q. B. square, Red will advance the P. to Q. and checkmate, and if K. move to Q. R. square^s

4.

R. Kt. to adv. Q. B. second square and checkmates.

 No. 13.

1.

R. Q. Kt. P. one square and checks*B.* K. to Q. Kt. square

2.

R. R. to adv. Q. B. square and checks*B.* R. takes R.

3.

R. B. to adv. Q. third square and checks*B.* R. to Q. B. second square

4.

R. Kt. to adv. Q. second square and checkmates.

No. 14.

1.

R. Q. B. to adv. Q. third square and checks*B.* R. takes B.

2.

R. Q. R. to adv. Q. Kt. second square and checks*B.* B. takes Q. R.

3.

R. Kt. to Q. B. second square and checks*B.* Kt. takes Kt.

4.

R. R. to adv. Q. Kt. fourth square and check-
mates.

—

No. 15.

1.

R. Kt. takes K. P. and checks*B.* B. takes Kt.

2.

R. R. to adv. Q. B. fourth square and checks*B.* B. takes R.

3.

R. B. to K. fourth square and checks*B.* Kt. takes B.

4.

R. Q. P. one square and checkmates.

No. 16.

1.

R. Q. to adv. K. second square and checks*B.* K. takes Q.

2.

R. Kt. to adv. K. Kt. third square and checks*B.* K. to Q. square

3.

R. Kt. to adv. K. B. second square and checks*B.* K. to Q. B. square

4.

R. Kt. to adv. K. second square and checkmates.

—

No. 17.

1.

R. R. to adv. K. B. square and checks*B.* B. takes R.

2.

R. Kt. to adv. K. Kt. third square and checks*B.* K. R. P. takes Kt.

3.

R. P. takes P. and checks with the R.*B.* K. to his Kt. square

4.

R. K. B. to adv. Q. fourth square and checkmates.

No. 18.

1.

R. *R.* to adv. *K.* *B.* square and checks*B.* *Kt.* to *Q.* *B.* square

2.

R. *Q.* takes *Q.* *B.* and checks*B.* *K.* takes *Q.*

3.

R. *Q.* *R.* *P.* one square and checks*B.* *K.* to *Q.* *Kt.* square

4.

R. *Kt.* to adv. *Q.* *B.* third square and checks*B.* *K.* to *Q.* *R.* square

5.

R. *R.* takes *Kt.* and checkmates.

—

No. 19.

1.

R. *Q.* *R.* to adv. *Q.* *R.* second square*B.* *R.* to *K.* square (*or A*)

2.

R. *Q.* *R.* takes *Q.* and checks*B.* *R.* to *K.* second square

3.

R. *Q.* *R.* takes *R.* and checks*B.* *K.* to his *Kt.* third square

4.

R. K. B. P. one square and checks*B.* K. takes Kt.

5.

R. K. R. to K. R. second square and check-
mates.

—

(Or A.)

1.

R. Q. R. to adv. Q. R. second square*B.* Q. takes Q. R. and checks

2.

R. Q. B. P. one square and checks*B.* K. to his Kt. third square

3.

R. K. B. P. one square, and then *R.* to K. R.
second square

—

No. 20.

1.

R. R. to adv. Q. square and checks*B.* K. to Q. Kt. second square

2.

R. Kt. to adv. Q. third square and checks*B.* K. to Q. R. third square

3.

R. Q. to her *R.* fourth square and checks*B.* Kt. to Q. *R.* fourth square

4.

R. Q. to adv. Q. Kt. fourth square and checks*B.* Kt. takes Q.

5.

R. P. takes Kt. and checkmates.

—

No. 21.

1.

R. K. Kt. to adv. Q. second square and checks*B.* R. takes Kt. (*or A*)

2.

R. Q. to adv. K. fourth square and checks*B.* Q. takes Q.

3.

R. R. takes Q. *R.* P.*B.* Kt. to Q. *B.* second square

4.

R. P. takes Kt. and checks*B.* R. takes P.

5.

R. R. to adv. Q. *R.* square and checkmates.

(Or A.)

1.

R. K. Kt. to adv. Q. second square and checks*B.* Q. B. takes Kt.

2.

R. Q. to adv. Q. B. second square and checks*B.* Kt. takes Q.

3.

R. P. takes Q. R. P. and checks*B.* K. to Q. R. square; if the K. move to Q. B. square, Red will advance the P. to Q. &c.

4.

R. Kt. takes Kt. and checkmates.

—

No. 22.

1.

R. R. to adv. Q. square and checks*B.* K. to Q. R. second square

2.

R. Q. to adv. Q. B. fourth square and checks*B.* Q. Kt. P. one square

3.

R. Q. takes Q. Kt. P. and checks*B.* K. takes Q.

4.

R. Q. B. to adv. Q. B. fourth square and checks*B.* K. to Q. Kt. second square

5.

R. Kt. to adv. *Q.* *R.* fourth square and check-
mates.

No. 23.

1.

R. *R.* to adv. *Q.* Kt. second square and checks
B. *K.* to *Q.* *R.* square (*or A*)

2.

R. *R.* to adv. *Q.* Kt. square and checks
B. *K.* takes *R.*

3.

R. *Q.* Kt. to adv. *Q.* *R.* third square and checks
B. *K.* to *Q.* *R.* square

4.

R. *Q.* Kt. to adv. *Q.* *B.* second square and checks
B. *K.* to *Q.* Kt. square

5.

R. *K.* Kt. to adv. *Q.* *R.* third square and check-
mates.

(Or *A.*)

1.

R. *R.* to adv. *Q.* Kt. second square and checks
B. Kt. takes *R.*

2.

R. Q. Kt. to adv. Q. R. third square and checks

B. K. to Q. R. square

3.

R. P. takes Kt. and checkmates.

—

No. 24.

1.

R. Q. to adv. Q. B. square and checks

B. If he interpose the Kt. Red will checkmate
with Kt. at adv. Q. B. second square, there-
fore,

B. takes Q.

2.

R. Q. Kt. to adv. Q. B. second square and checks

B. K. to Q. Kt. square

3.

R. K. Kt. to adv. Q. B. third square and checks

B. K. to Q. Kt. second square

4.

R. Q. R. P. one square and checks

B. K. takes K. Kt.

5.

R. Q. Kt. P. one square and checkmates.

No. 25.

1.

R. Q. R. to adv. K. R. second square*B.* K. R. to K. B. square (*or* A)

2.

R. K. R. takes Q. R. and checks*B.* R. takes R.

3.

R. K. B. to adv. K. fourth square and checks*B.* R. takes K. B.

4.

R. Q. R. to adv. K. R. square and checks*B.* R. interposes

5.

R. R. takes R. and checkmates.

—

(Or A.)

1.

R. Q. R. to adv. K. R. second square*B.* Q. R. to K. square

2.

R. K. R. to adv. Q. square and checks*B.* Q. R. takes K. R.

3.

R. K. B. to adv. Q. fourth square and checks, &c.

No. 26.

1.

R. Q. takes Q. B. P. and checks*B.* K. to Q. R. square

2.

R. Q. takes Q. B. and checks*B.* K. takes Q.

3.

R. Kt. to adv. Q. Kt. third square checking with
Q. B.*B.* K. to Q. Kt. square (*or* A)

4.

R. Kt. to adv. Q. second square and checks*B.* K. to Q. R. second square

5.

R. R. to adv. Q. B. second square and checkmates.

—

(*Or* A.)

3.

R. Kt. to adv. Q. Kt. third square checking with
Q. B.*B.* K. to Q. R. second square

4.

R. R. to adv. Q. B. second square and checks*B.* K. to Q. Kt. square

5.

R. R. to adv. Q. Kt. second square and checkmates.

No. 27.

1.

R. Kt. to adv. K. B. fourth square checking with
Q. B.

B. Q. Kt. P. one square

2.

R. P. takes P. and checks

B. K. to Q. R. square (*or* A)

3.

R. Q. B. P. one square, becomes a Q. and checks

B. R. takes Q.

4.

R. R. takes R. and checks

B. K. to Q. Kt. second square

5.

R. Kt. to adv. Q. third square and checkmates.

—

(Or A)

2.

R. P. takes P. and checks

B. K. to Q. Kt. second square

3.

R. Kt. to adv. Q. third square and checks

B. K. to Q. R. square

4.

R. P. to adv. Q. Kt. second square and check-
mates.

No. 28.

1.

R. Kt. to adv. *Q.* *B.* second square and checks*B.* K. to *Q.* *R.* second square

2.

R. *Q.* *B.* to adv. *Q.* Kt. third square and checks*B.* K. takes *Q.* *B.*

3.

R. *Q.* *B.* *P.* one square and checks*B.* K. takes Kt.

4.

R. Kt. to adv. K. third square and checks*B.* K. to *Q.* *B.* square

5.

R. *R.* to adv. *Q.* square and checkmates.

—

No. 29.

1.

R. *Q.* *R.* to adv. *Q.* *R.* second square and checks*B.* K. to his Kt. third square

2.

R. *Q.* *R.* to adv. K. Kt. second square and checks*B.* K. to his *R.* fourth square

3.

R. K. *R.* to K. *R.* fourth square and checks*B.* K. takes K. *R.*

4.

R. K. Kt. P. one square and checks*B.* K. takes K. R. P.

5.

R. Kt. to K. B. fourth square and checkmates.

—

No. 30.

1.

R. Q. to adv. K. R. square and checks*B.* R. takes Q.

2.

R. Kt. to adv. K. B. third square and checks*B.* K. to his Kt. second square

3.

R. Kt. takes R. and checks with B.*B.* K. to his Kt. square (*or* A)

4.

R. R. to adv. K. B. square and checks*B.* K. to his R. second square

5.

R. R. takes R. and checkmates.

—

(Or A.)

3.

R. Kt. takes R. and checks with B.*B.* K. to his R. second square

4.

R. R. to adv. K. B. second square and checks

B. K. to his Kt. square

5.

R. R. to adv. K. Kt. second square and check-
mates.

—

No. 31.

Stamma wins this situation in six moves, his method is as follows :

1.

R. Kt. to adv. K. second square and checks

If the Black do not take the Kt. he will
lose the Q. therefore,

B. R. takes Kt.

2.

R. K. B. to adv. K. R. second square and checks

B. K. to his B. second square

3.

R. B. to adv. K. Kt. third square and checks

B. K. to his Kt. square

4.

R. R. to adv. K. R. square and checks

B. K. takes R.

5.

R. Q. to K. R. fourth square and checks

B. K. to his Kt. square

6.

*R. Q. to adv. K. R. second square and check-
mates*

*The checkmate may however be forced in the following manner
in five moves.*

1.

*R. Kt. to adv. K. R. third square and checks
B. K. to his R. square*

2.

*R. Kt. to adv. K. B. second square and checks
B. K. to his Kt. square*

3.

*R. Q. takes K. Kt. P. and checks
B. K. takes Q.*

4.

*R. R. to adv. K. R. second square and checks
B. K. to his Kt. square*

5.

R. Kt. to adv. K. R. third square and checkmates.

No. 32.

1.

*R. R. to adv. K. R. square and checks
B. K. takes R.*

2.

R. Q. to adv. K. R. third square and checks*B.* Q. R. to K. R. second square

3.

R. R. takes K. R. and checks*B.* K. B. takes R.

4.

R. Q. takes K. B. and checks*B.* Q. to K. Kt. square

5.

R. Kt. takes K. Kt. P. and checkmates.

—

No. 33.

1.

R. R. to adv. K. square and checks*B.* B. to Q. square

2.

R. R. takes B. and checks*B.* R. takes R.

3.

R. Kt. to adv. Q. B. second square and checks*B.* K. to Q. Kt. square

4.

R. Kt. to adv. Q. R. third square and checks*B.* K. to Q. R. square

5.

R. Q. to adv. Q. Kt. square and checks*B.* R. takes Q.

6.

R. Kt. to adv. Q. B. second square and check-
mates.

—

No. 34.

1.

R. Q. takes Q. B. P. and checks

B. R. takes Q.

2.

R. R. to adv. Q. R. square and checks

B. R. to Q. B. square (*or* A)

3.

R. Kt. to adv. K. third square and checks

B. K. to his square

4.

R. R. takes R. and checks

B. K. to K. B. second square

5.

R. R. to adv. K. B. square and checks

B. Kt. takes R.

6.

R. Kt. to adv. Q. square and checkmates.

—

(Or A.)

2.

R. R. to adv. Q. R. square and checks

B. Kt. to Q. Kt. square

3.

R. *R.* takes *Kt.* and checks*B.* *R.* to *Q.* *B.* square

4.

R. *Kt.* to adv. *K.* third square and checkmates.

—

No. 35.

1.

R. *R.* to adv. *K.* square and checks*B.* *K.* to *Q.* *Kt.* second square

2.

R. *Q.* to adv. *Q.* *R.* third square and checks*B.* *K.* takes *Q.* (*or A*)

3.

R. *Kt.* takes *Q.* *B.* *P.* and checks*B.* *K.* to *Q.* *R.* fourth square

4.

R. *Q.* *Kt.* *P.* one square and checks*B.* *K.* to adv. *Q.* *R.* fourth square

5.

R. *K.* *B.* to *Q.* square and checks*B.* *K.* to adv. *Q.* *R.* third square

6.

R. *K.* to adv. *Q.* *Kt.* fourth square and check-
mates.

(Or A)

2.

R. Q. to adv. Q. R. third square and checks*B.* K. to Q. B. third square

3.

R. Kt. to Q. Kt. fourth square and checks*B.* K. to Q. third square

4.

R. Q. to her third square and checks*B.* K. to Q. B. fourth square

5.

R. Q. to adv. Q. fourth square and checkmates.

—

No. 36.

1.

R. Q. to adv. Q. fourth square and checks*B.* K. takes Q. (or A)

2.

R. K. B. takes B. and checks*B.* K. to Q. B. fourth square

3.

R. Q. Kt. P. two squares and checks*B.* K. to Q. B. third square

4.

R. K. B. to adv. Q. Kt. fourth square and checks*B.* K. to Q. fourth square

5.

R. Q. R. to Q. square and checks*B.* K. to his third square

6.

R. K. B. to Q. B. fourth square and checkmates.

—

(Or A)

1.

R. Q. to adv. Q. fourth square and checks*B.* Q. B. takes Q.

2.

R. K. B. to adv. Q. Kt. fourth square and checks*B.* K. to Q. B. fourth square

3.

R. Q. Kt. P. two squares and checkmates.

—

No. 37.

1.

R. Q. R. to adv. Q. Kt. second square and checks*B.* K. to Q. R. square

2.

R. Q. R. to adv. Q. Kt. square and checks*B.* K. takes Q. R.—if he were to take with the R.Red would check with the B. and then
checkmate with the R.

3.

R. Kt. to adv. Q. second square and checks*B.* K. to Q. B. second square (*or* A)

4.

R. Kt. to adv. Q. B. fourth square and checks*B.* K. to Q. square,—if he were to move to Q. Kt. square, Red would checkmate in two moves.

5.

R. Kt. to adv. K. third square and checks*B.* K. to his square

6.

R. K. B. to adv. K. Kt. third square and check-mates.

—

(Or A)

3.

R. Kt. to adv. Q. second square and checks*B.* K. to Q. Kt. second square

4.

R. Kt. to adv. Q. B. fourth square and checks*B.* K. to Q. B. third square,—if the K. move to Q. R. square, Red will check with the K. B. and then checkmate either with Kt. at adv. Q. R. third square, or R. at adv. K. Kt. square; and if he play K. to Q. Kt. square, Red will check with Kt. at adv. Q. R. third square, and then B. to K. fourth square, &c.

5.

R. K. B. to K. fourth square and checks*B.* K. to Q. third square

6.

R. R. to adv. Q. second square and checkmates.

—

No. 38.

1.

R. Q. takes Kt. and checks*B.* R. takes Q.

2.

R. K. B. to Q. B. fourth square and checks*B.* K. to his R. square

3.

R. Kt. to adv. K. Kt. third square and checks*B.* P. takes Kt.

4.

R. P. takes P. and checks*B.* Kt. interposes

5.

R. R. takes Kt. and checks*B.* P. takes R.

6.

R. Q. B. to adv. K. B. third square and check-
mates.

No. 39.

1.

R. Q. Kt. from Q. Kt. fourth square to adv. Q.*B.* third square and checks*B.* K. to Q. Kt. second or Q. B. square

2.

R. K. R. takes Q. B. P. and checks*B.* K. takes R.

3.

R. R. to adv. Q. second square and checks*B.* K. to Q. B. square

4.

R. Q. Kt. to adv. K. second square and checks*B.* K. to Q. Kt. square

5.

R. K. Kt. to adv. Q. B. third square*B.* K. to Q. R. square

6.

R. R. to adv. Q. R. second square and check-
mates.

—

No. 40.

1.

R. Kt. to Q. Kt. third square and checks*B.* K. to adv. Q. R. second square

2.

R. Kt. to adv. Q. B. fourth square*B.* K. to adv. Q. R. square

3.

R. K. to Q. B. second square*B.* If he move the P. Red will immediately checkmate, therefore,*K.* to adv. Q. ~~B.~~ second square*R*

4.

R. Kt. to Q. third square*B.* K. to adv. Q. R. square

5.

R. Kt. to Q. B. square*B.* P. one square

6.

R. Kt. to Q. Kt. third square and checkmates.

—

No. 41.

1.

R. P. one square and checks*B.* K. to his R. square

2.

R. P. one square and checks*B.* K. to his R. second square

3.

R. Kt. to adv. K. B. square and checks*B.* R. takes Kt.

4.

R. P. takes R. becomes a Kt. and checks*B.* K. to his R. square

5.

R. Q. B. to its third square and checks*B.* R. takes Q. B.

6.

R. R. takes K. R. P. and checkmates.

—

No. 42.

1.

R. K. Kt. to adv. Q. B. third square and checks*B.* K. to his square

2.

R. Q. to adv. Q. R. square and checks*B.* Kt. takes Q.

3.

R. R. takes Kt. and checks*B.* K. to Q. second square

4.

R. R. to adv. Q. R. second square and checks*B.* K. to his square

5.

R. Q. Kt. takes Q. P. and checks*B.* K. to his B. square

6.

R. R. takes K. B. P. and checkmates.

No. 43.

1.

R. Q. to adv. K. Kt. square and checks*B.* If he take the Q. with the R. Red will check-mate with the Kt. therefore,

K. takes Q.

2.

R. P. to adv. K. B. second square and checks*B.* If he were to play the K. to his R. square, Red would advance the P. to Q. &c. therefore, K. to his B. square

3.

R. Q. B. to Q. R. third square and checks*B.* R. takes B.

4.

R. Kt. to adv. K. third square and checks*B.* K. to his second square

5.

R. P. becomes a Q. and checks*B.* K. to Q. second square

6.

R. Q. to adv. Q. square and checkmates.

—

No. 44.

1.

R. K. R. to adv. K. square and checks*B.* Kt. to K. third square

2.

R. Kt. to K. Kt. fourth square and checks*B.* K. to his B. fourth square

3.

R. R. takes B. and checks*B.* R. takes R.

4.

R. K. P. two squares and checks*B.* K. to his Kt. fourth square

5.

R. K. R. P. two squares and checks*B.* K. to his R. fourth square

6.

R. R. to adv. K. R. square and checkmates.—
No. 45.

1.

R. Q. to adv. Q. second square and checks*B.* K. takes Q.

2.

R. Kt. takes Q. B. P. and checks*B.* P. takes Kt. (*or* A)

3.

R. Kt. takes P. and checks*B.* K. to Q. square

4.

R. Kt. to adv. K. third square and checks*B.* K. to Q. second square

5

R K. B. to Q. R. fourth square and checks*B*. Q. B. interposes

6

R. B. takes B. and checks*B*. K. takes Kt.

7.

R. Q. P. one square and checkmates.

—

(Or A.)

2.

R. Q. Kt. takes Q. B. P. and checks*B*. K. to Q. square

3.

R. Q. Kt. to adv. K. third square and checks*B*. K. to Q. second square

4.

R. K. Kt. to adv. Q. B. fourth square and checks*B*. P. takes Kt.

5.

R. K. B. to Q. R. fourth square and checks, &c.

—

No. 46.

1.

R. Q. takes Q. R. P. and checks*B*. K. takes Q.

2.

R. K. R. to Q. R. square and checks*B.* K. to Q. Kt. square

3.

R. K. R. to adv. Q. R. square and checks*B.* K. takes R.

4.

R. R. takes R. and checks*B.* K. to Q. R. second square

5.

R. Q. Kt. P. one square and checks*B.* K. to Q. R. third square

6.

R. K. B. to Q. third square and checks*B.* K. to Q. R. fourth square

7.

R. R. to adv. Q. R. square and checkmates.

No. 47.

1.

R. Q. Kt. takes Q. B. P. and checks*B.* R. takes Kt. (*or* A).

2.

R. Q. takes R. and checks*B.* K. to Q. B. second square

3.

R. R. to adv. Q. R. second square and checks*B.* K. to Q. third square

4.

R. Q. to adv. K. B. square and checks*B.* Kt. takes Q.

5.

R. K. P. one square and checks*B.* K. to Q. fourth square

6.

R. Q. B. P. two squares and checks*B.* R. takes P.

7.

R. K. B. to K. fourth square and checkmates.

—

(Or A.)

1.

R. Q. Kt. takes Q. B. P. and checks*B.* K. to Q. B. second square,—if he were to play
K. to Q. Kt. second square, Red would
play Q. to adv. Q. R. second square and
checkmate the next move with the R.

2.

R. Q. to adv. Q. R. second square and checks*B.* R. takes Q.

3.

R. R. takes R. and checks*B.* K. to Q. third square

4.

R. K. P. one square and checks*B.* K. to Q. fourth square

5.

R. Q. B. P. two squares and checkmates.

—

No. 48.

1.

R. Kt. to adv. Q. B. second square and checks*B.* K. to Q. Kt. square

2.

R. Q. to adv. K. square and checks*B.* Q. B. to its square

3.

R. Kt. to adv. Q. R. third square and checks*B.* K. to Q. Kt. second square

4.

R. K. B. to K. Kt. second square and checks*B.* K. takes Kt.

5.

R. Q. to adv. Q. Kt. fourth square and checks*B.* Kt. takes Q.

6.

R. Q. R. P. takes Kt. and checks*B.* K. to Q. R. fourth square

7.

R. Kt. to adv. Q. B. third square and checkmates.

No. 49.

1.

R. Q. to K. B. fourth square and checks

B. P. takes Q.

2.

R. Q. B. takes P. and checks

B. K. to Q. R. square

3.

R. Kt. to adv. Q. Kt. third square and checks

B. P. takes Kt.

4.

R. P. takes P. and checks with the R.

B. Kt. to Q. R. third square

5.

R. R. takes Q. B. and checks

B. R. takes R.

6.

R. R. takes Kt. and checks

B. P. takes R.

7.

R. K. B. to K. Kt. second square, and checkmates
after taking the R. which must interpose.

No. 50.

1.

R. *R.* takes *K.* *R.* *P.* and checks*B.* *K.* to *Q.* *R.* third square

2.

R. *Q.* to adv. *Q.* *B.* square and checks*B.* If the Black take the *Q.* Red will checkmate
with the *R.* therefore,*Kt.* to *Q.* *Kt.* second square

3.

R. *Q.* takes *Kt.* and checks*B.* *K.* to *Q.* *R.* fourth square

4.

R. *Q.* *Kt.* *P.* two squares and checks*B.* *K.* takes *P.*

5.

R. *Q.* *R.* *P.* one square and checks*B.* *K.* to *Q.* *R.* fourth square

6.

R. *Q.* takes *Q.* *R.* *P.* and checks*B.* *R.* takes *Q.*

7.

R. *R.* takes *R.* and checkmates.

—

No. 51.

1.

R. *Q.* *B.* takes *Kt.* and checks*B.* *R.* takes *Q.* *B.*

2.

R. Q. takes Q. R. P. and checks*B.* K. takes Q.

3.

R. K. R. to Q. R. square and checks*B.* K. to Q. Kt. square

4.

R. K. R. to adv. Q. R. square and checks*B.* K. takes K. R.

5.

R. Kt. to adv. Q. Kt. third square and checks*B.* K. to Q. Kt. square

6.

R. R. to adv. Q. square and checks*B.* R. interposes

7.

R. R. takes R. and checks*B.* K. to Q. R. second square

8.

R. R. to adv. Q. R. square and checkmates.

—

No. 52.

1.

R. Q. to adv. Q. square and checks*B.* K. to Q. R. second square

2.

R. Q. Kt. to adv. Q. Kt. fourth square and checks*B.* K. to Q. R. third square

3.

R. Kt. takes Q. B. P. and checks*B.* K. to Q. R. second square

4.

R. K. Kt. to adv. Q. B. square and checks*B.* B. takes Kt.—if he were to play K. to Q. Kt. square, you should play Kt. to his Q. third square, and then to his Q. Kt. fourth square

5.

R. Kt. to adv. Q. Kt. fourth square and checks*B.* K. to Q. Kt. second square

6.

R. Q. to adv. Q. B. second square and checks*B.* K. to Q. R. third square

7.

R. Q. takes B. and checks*B.* K. takes Kt.

8.

R. Q. to her B. fourth square and checkmates.

—

No. 53.

1.

R. R. to adv. Q. square and checks*B.* Q. Kt. to its square (*or* A)

2.

R. Q. to adv. Q. B. third square and checks*B.* If he take the Q. Red will take the Kt. and
checkmate, therefore,

Q. R. to Q. Kt. second square

3.

R. R. takes Kt. and checks*B.* K. takes R.

4.

R. K. Kt. to adv. Q. second square and checks*B.* K. to Q. B. square

5.

R. Kt. takes Q. Kt. P. and checks*B.* K. to Q. square

6.

R. Q. B. takes R. and checks*B.* R. takes B.

7.

R. Q. to adv. Q. R. square and checks*B.* R. interposes

8.

R. Q. takes R. and checkmates.

—

(Or A)

1.

R. R. to adv. Q. square and checks*B.* K. to Q. Kt. second square

2.

R. Q. to K. fourth square and checks*B.* R. to Q. B. third square

3.

R. R. to adv. Q. second square and checks*B.* K. to Q. B. square

4.

R. Q. takes R. and checks*B.* Kt. to Q. B. second square

5.

R. R. takes Kt. and checks*B.* R. takes R.

6.

R. Q. takes R. and checkmates.

—

No. 54.

1.

R. Q. R. takes Q. R. P. and checks*B.* Kt. takes Q. R.

2.

R. Q. to adv. Q. Kt. square and checks*B.* K. takes Q.

3.

R. Q. B. to K. B. fourth square and checks*B.* K. to Q. B. square

4.

R. *R.* to adv. *Q.* *B.* second square and checks*B.* *K.* to *Q.* *Kt.* square

5.

R. *R.* to adv. *Q.* *B.* fourth square and checks*B.* *K.* to *Q.* *R.* square

6.

R. *Kt.* to adv. *Q.* *B.* second square and checks*B.* *K.* to *Q.* *Kt.* square

7.

R. *Kt.* to adv. *Q.* fourth square and checks*B.* *K.* to *Q.* *R.* square

8.

R. *Kt.* to adv. *Q.* *Kt.* third square and checkmates

—

No. 55.

1.

R. *Kt.* takes *Q.* *Kt.* *P.* and checks*B.* *Kt.* takes *R.* (*or A*)

2.

R. *R.* to adv. *Q.* *R.* second square and checks*B.* *K.* to *Q.* *Kt.* square

3.

R. *Q.* *B.* to adv. *K.* fourth square and checks*B.* *R.* to *Q.* *B.* second square

4.

R. Q. B. takes R. and checks*B.* K. to Q. B. square

5.

R. R. to adv. Q. R. square and checks*B.* K. to Q. second square

6.

R. R. to adv. Q. square and checks*B.* K. to his third square

7.

R. R. to adv. Q. third square and checks*B.* K. to his B. fourth square

8.

R. Kt. to Q. fourth square and checkmates.

—

(Or A)

1.

R. Kt. takes Q. Kt. P. and checks*B.* R. to Q. B. second square

2.

R. Q. R. to adv. Q. R. second square and checks*B.* K. to Q. Kt. square *

* If he move K. to Q. B. square, Red should take the R. with his Q. R. then check with Q. R. at adv. Q. second square, afterwards with the Kt. at adv. Q. R. second square, and then checkmate with the R.

3.

R. *R.* to adv. *K.* square and checks*B.* *R.* interposes

4.

R. *Q.* *B.* to adv. *K.* fourth square and checkmates.

—

No. 56.

1.

R. *Q.* *B.* to *K.* *B.* fourth square and checks*B.* *K.* to *Q.* *R.* square

2.

R. *Kt.* to adv. *Q.* *Kt.* third square and checks*B.* *P.* takes *Kt.*

3.

R. *R.* to *Q.* *R.* square and checks*B.* *Kt.* to *Q.* *R.* third square

4.

R. *R.* takes *Kt.* and checks*B.* *P.* takes *R.*

5.

R. *K.* *B.* to *K.* *Kt.* second square and checks*B.* *K.* to *Q.* *R.* second square

6.

R. *Q.* takes *Q.* *Kt.* *P.* and checks*B.* *K.* takes *Q.*

7.

R. Kt. to adv. Q. second square and checks*B.* K. to Q. R. second square

8.

R. Q. B. to K. third square and checkmates.

—

No. 57.

1.

R. R. to adv. Q. Kt. square and checks]*B.* Q. R. takes R.

2.

R. K. B. to adv. Q. fourth square*B.* Kt. takes K. B. (*or* A)

3.

R. Q. takes Kt. and checks*B.* K. R. to Q. Kt. second square (*or* B)

4.

R. P. takes R. and checks*B.* R. takes P.

5.

R. R. takes Q. R. P. and checks*B.* K. takes R.

6.

R. Q. to adv. Q. R. fourth square and checks*B.* K. to Q. Kt. square

7.

R. Kt. to adv. Q. B. third square and checks*B.* K. to Q. B. square

8.

R. Q. to adv. Q. square and checkmates.

—

(Or A.)

2.

R. K. B. to adv. Q. fourth square and checks*B.* K. R. to Q. Kt. second square

3.

R. B. takes R. and checks*B.* R. takes B.

4.

R. P. takes R. and checks*B.* K. takes P.

5.

R. R. to Q. Kt. square and checks*B.* K. to Q. B. square

6.

R. R. to adv. Q. Kt. square and checks*B.* K. to Q. second square

7.

R. R. to adv. Q. Kt. second square and checks*B.* K. to Q. square

8.

R. Q. to adv. Q. Kt. square and checkmates.

(Or B)

3.

R. Q. takes Kt. and checks*B.* Q. R. to Q. Kt. second square

4.

R. P. takes R. and checks*B.* K. to Q. Kt. square

5.

R. Q. to adv. Q. square and checks*B.* K. takes P.

6.

R. R. to Q. Kt. square and checks*B.* K. to Q. R. third square

7.

R. Q. to adv. Q. third square and checks*B.* K. to Q. R. fourth square

8.

R. Q. to Q. R. third square and checkmates.

—

No. 58.

1.

R. Q. takes Q. R. P. and checks*B.* K. takes Q.

2.

R. R. to Q. R. square and checks*B.* K. to Q. Kt. square

3.

R. *Q.* *B.* to *K.* *B.* fourth square and checks*B.* *R.* interposes

4.

R. *Q.* *B.* takes *R.* and checks*B.* *K.* to *Q.* *B.* square

5.

R. *R.* to adv. *Q.* *R.* square and checks*B.* *K.* to *Q.* second square

6.

R. *R.* to adv. *Q.* square and checks*B.* *K.* to his third square

7.

R. *R.* to adv. *K.* square and checks*B.* *K.* to *Q.* second square

8.

R. *R.* to adv. *K.* second square and checks*B.* *K.* to *Q.* *B.* square

9.

R. *Kt.* to adv. *Q.* *Kt.* third square and checkmates.

—

No. 59.

1.

R. *Kt.* to adv. *Q.* *B.* third square and checks*B.* If the Black move the *K.* he will be checkmated in five moves at most, therefore,*B.* takes *Kt.*

2.

R. R. to adv. Q. square and checks*B.* K. to Q. Kt. second square

3.

R. Q. takes B. and checks*B.* K. takes Q.

4.

R. K. B. to K. fourth square and checks*B.* K. to Q. B. fourth square (*or* A)

5.

R. Kt. to Q. third square and checks*B.* Kt. takes Kt.

6.

R. R. to adv. Q. fourth square and checks*B.* K. to Q. B. third square

7.

R. R. takes Kt. and checks*B.* K. to Q. B. fourth square

8.

R. Q. Kt. P. one square and checks*B.* K. to adv. Q. B. fourth square

9.

R. K. B. to adv. Q. fourth square and checkmates.—
(*Or* A)

4.

R. K. B. to K. fourth square and checks*B.* Kt. to Q. fourth square

5.

R. B. takes Kt. and checks*B.* K. to Q. B. fourth square

6.

R. Kt. to K. fourth square and checks*B.* K. to adv. Q. fourth square

7.

R. Q. B. to its third square and checkmates.

—

No. 60.

1.

R. Q. takes Q. R. P. and checks*B.* K. takes Q.

2.

R. Q. R. to Q. R. square and checks*B.* K. to Q. Kt. square

3.

R. Q. R. to adv. Q. R. square and checks*B.* K. to Q. B. second square

4.

R. Q. Kt. to adv. Q. Kt. fourth square and checks*B.* K. to Q. second square

5.

R. Q. R. to adv. Q. R. second square and checks*B.* K. to his square

6.

R. K. B. to adv. K. Kt. third square and checks*B.* K. to his B. square

7.

R. K. R. to adv. K. R. square and checks*B.* B. takes K. R.

8.

R. K. Kt. to adv. K. third square and checks*B.* K. to his Kt. square

9.

R. K. B. to adv. K. R. second square and check-mates.

—

No. 61.

1.

R. Kt. to adv. Q. second square and checks*B.* K. to Q. R. second square

2.

R. Q. takes B. and checks*B.* K. takes Q.

3.

R. K. B. to K. fourth square and checks*B.* K. to Q. R. second square :—If the Black play
K. to Q. R. third square, Red must play P.
to adv. Q. Kt. fourth square, &c. &c.

4.

R. R. to adv. Q. B. second square and checks*B.* K. to Q. R. third square

5.

R. P. to adv. Q. Kt. fourth square and checks*B.* K. takes P.

6.

R. K. B. to Q. third square and checks*B.* K. to adv. Q. Kt. fourth square

7.

R. R. to Q. B. fourth square and checks*B.* K. to Q. Kt. fourth square

8.

R. Q. R. P. two squares and checks*B.* K. to Q. R. third square

9.

R. R. to adv. Q. B. second square and checks*B.* Q. Kt. P. one square

10.

R. P. takes P. and checkmates.

No. 62.

1.

R. K. R. takes Q. Kt. P. and checks*B.* K. takes R.

2.

R. K. B. to adv. Q. B. third square and checks*B.* K. to Q. B. second square

3.

R. R. to adv. Q. R. second square and checks*B.* K. to Q. Kt. square (*or* A)

4.

R. R. to adv. Q. Kt. second square and checks*B.* K. to Q. R. square

5.

R. *R.* to adv. *Q.* second square and checks*B.* *K.* to *Q.* *Kt.* square

6.

R. *R.* takes *B.* and checks*B.* *K.* to *Q.* *B.* second square

7.

R. *R.* to adv. *Q.* second square*B.* *K.* to *Q.* *Kt.* square

8.

R. *R.* to adv. *Q.* *Kt.* second square and checks*B.* *K.* to *Q.* *B.* square

9.

R. *Kt.* takes *Q.* *P.* and checks*B.* *K.* to *Q.* square

10.

R. *R.* to adv. *Q.* second square and checkmates.

—

(Or A)

3.

R. *R.* to adv. *Q.* *R.* second square and checks*B.* *K.* to *Q.* *B.* square

4.

R. *Kt.* takes *Q.* *P.* and checks*B.* *K.* to *Q.* *Kt.* square

5.

R. *R.* to adv. *Q.* *Kt.* second square and checks*B.* *K.* to *Q.* *R.* square

6.

R. *R.* to adv. *Q.* *Kt.* third square and checks*B.* *K.* to *Q.* *R.* second square

7.

R. *Kt.* to adv. *Q.* *B.* square and checkmates.

No. 63.

1.

R. *R.* to adv. *K.* square and checks*B.* *Q.* *B.* to its square

2.

R. *Kt.* to adv. *Q.* second square and checks*B.* *K.* to *Q.* *Kt.* second square

3.

R. *Kt.* to adv. *Q.* *B.* fourth square and checks*B.* *K.* to *Q.* *Kt.* square (*or A*)

4.

R. *Kt.* to adv. *Q.* *R.* third square and checks*B.* *K.* to *Q.* *Kt.* second square

5.

R. *Q.* takes *Q.* *B.* *P.* and checks*B.* *K.* takes *Kt.*

6.

R. *R.* to *Q.* *R.* square and checks*B.* *Kt.* to *Q.* *R.* fourth square (*or B*)

7.

R. *B.* to adv. *Q.* *Kt.* second square and checks*B.* *B.* takes *B.*

8.

R. Q. to Q. B. fourth square and checks*B.* Q. Kt. P. one square

9.

R. R. to adv. K. third square and checks*B.* Q. takes R.

10.

R. Q. takes Q. and checks*B.* B. interposes

11.

R. Q. takes B. and checkmates.

—

(Or A)

3.

R. Kt. to adv. Q. B. fourth square and checks*B.* P. takes Kt.

4.

R. R. to Q. Kt. square and checks*B.* K. to Q. R. third square

5.

R. Q. to Q. B. fourth square and checks*B.* K. to Q. R. fourth square

6.

R. Q. to adv. Q. Kt. fourth square and check-
mates.

(Or B)

6.

R. *R.* to *Q.* *R.* square and checks*B.* *K.* to *Q.* *Kt.* fourth square

7.

R. *B.* takes *Kt.* and checks*B.* *Q.* takes *B.*

8.

R. *R.* to adv. *K.* fourth square and checks*B.* *Q.* to *Q.* *B.* fourth square and checks

9.

R. *R.* takes *Q.* and checks*B.* *P.* takes *R.*

10.

R. *R.* to adv. *Q.* *R.* fourth square and check-
mates.

—

No. 64.

1.

R. *R.* to *K.* *R.* fourth square*B.* *Q.* takes *R.* (*or A*) (*or B*)

2.

R. *Q.* to adv. *K.* *Kt.* square and checks*B.* *K.* takes *Q.*

3.

R. *Kt.* to adv. *K.* second square and checks*B.* *K.* to his *R.* square

4.

R. Kt. to adv. K. B. second square and checks
B. R. takes Kt.

5.

R. R. to adv. Q. B. square and checks
B. R. interposes

6.

R. R. takes R. and checkmates.

—

(Or A.)

1.

R. R. to K. R. fourth square
B. Q. to K. B. fourth square

2.

R. K. P. one square
B. Q. to K. Kt. fourth square (or C)

3.

R. Q. to adv. K. Kt. square, &c.

—

(Or B)

1.

R. R. to K. R. fourth square
B. P. takes Kt.

2.

R. R. takes Q.
B. Kt. takes R. and checks

3.

R. K. to his Kt. second square and will easily win.

—

(Or C)

2.

R. K. P. one square

B. Kt. to adv. K. R. third square and checks

3.

R. K. to his Kt. second square

B. Kt. to adv. K. B. fourth square and checks

4.

R. R. takes Kt.

B. Q. takes R.

5.

R. Q. to adv. K. Kt. square, &c.

—

No. 65.

1.

R. K. R. to adv. K. R. fourth square

B. R. takes R.

2.

R. R. to adv. Q. R. third square and checks

B. K. to K. fourth square

3.

R. R. to adv. Q. R. fourth square and checks

B. K. to adv. K. B. fourth square

300

4.

R. *R.* takes *R.* &c.

—

No. 66.

1.

R. *K.* to *Q.* *B.* fourth square

B. *P.* to adv. *Q.* *R.* second square

2.

R. *K.* to *Q.* *Kt.* third square

B. *P.* to adv. *Q.* *R.* square becomes a *Kt.* and
checks *

3.

R. *K.* to *Q.* *B.* third square

B. *Kt.* to adv. *Q.* *B.* second square

4.

R. *R.* to *K.* second square

B. *Kt.* to adv. *Q.* *R.* third square (*or A*)

5.

R. *K.* to *Q.* *Kt.* third square, &c.

—

(*Or A*)

4.

R. *R.* to *K.* second square

B. *Kt.* to adv. *Q.* *R.* square

* If the *P.* were advanced to *Q.* Red would checkmate with
the *R.*

5.

R. *R.* to *K.* *B.* second square, &c.

No. 67.

1.

R. *Q.* *R.* to adv. *K.* *R.* fourth square

B. *Q.* *B.* takes *R.*

2.

R. *Kt.* to adv. *Q.* *B.* third square, and then takes
Q. *R.* *P.*

(Or A)

1.

R. *Q.* *R.* to adv. *K.* *R.* fourth square

B. *R.* to *Q.* *B.* square

2.

R. *Kt.* to adv. *Q.* *B.* third square, &c.

No. 68.

1.

R. *Q.* *B.* to its square

B. *B.* takes *B.* (or *A.*)

2.

R. *Q.* *Kt.* *P.* one square

B. *B.* to adv. *K.* third square

3.

R. Q. Kt. P. one square and checks*B.* K. to Q. R. second square

4.

R. Q. Kt. P. one square, becomes a Q. and checks*B.* K. to Q. R. third square

5.

R. Q. to adv. Q. R. square and checks*B.* K. to Q. Kt. fourth square

6.

R. Q. to adv. Q. B. third square and checks*B.* K. to adv. Q. Kt. fourth square

7.

R. Q. takes Q. B. P. and checks, &c.

—

(Or A.)

1.

R. Q. B. to its square*B.* B. to adv. Q. fourth square

2.

R. Q. Kt. P. one square*B.* B. takes K. P. and checks (or B)

3.

R. K. to adv. Q. B. square*B.* Q. P. two squares

4.

R. Q. B. to Q. R. third square*B.* B. to Q. third square

5.

R. B. to adv. Q. B. fourth square*B.* B. takes B.

6.

R. Q. Kt. P. one square and checks*B.* K. to Q. R. second square

7.

R. Q. Kt. P. becomes a Q. and checks*B.* K. to Q. R. third square

8.

R. Q. to Q. Kt. second square, &c.

—

(Or B)

2.

R. Q. Kt. P. one square*B.* B. takes Q. Kt. P. and checks

3.

R. K. takes B.*B.* K. to Q. Kt. square

4.

R. K. to adv. Q. B. fourth square*B.* K. to Q. B. second square

5.

R. K. to adv. Q. fourth square*B.* K. to Q. Kt. third square (or C)

6.

R. K. to adv. Q. third square*B.* K. to Q. Kt. fourth square

7.

R. K. takes Q. P. &c.

(Or C)

5.

R. K. to adv. Q. fourth square

B. K. to Q. square

6.

R. K. to adv. Q. third square

B. K. to his square

7.

R. B. to adv. K. Kt. fourth square

B. K. to K. B. second square

8.

R. K. takes Q. P.

B. K. to K. Kt. third square

9.

R. Q. B. to its square, &c.

No. 69.

1.

R. Kt. to adv. Q. R. third square and checks

B. K. to Q. R. square (or A) (or B)

2.

R. K. B. to its third square

B. R. takes K. B.

3.

R. Q. to adv. K. square and checks*B.* R. takes Q. (*or* C)

4.

R. R. takes R. and checks*B.* Q. B. to its square

5.

R. R. takes Q. B. and checks*B.* K. to Q. Kt. second square

6.

R. R. to adv. Q. Kt. square and checkmates.

—

(Or A.)

1.

R. Kt. to adv. Q. R. third square and checks*B.* Q. B. takes Kt.

2.

R. P. takes Q. B.*B.* R. takes K. Kt. P. and checks

3.

R. K. to K. R. square, &c.

—

(Or B)

1.

R. Kt. to adv. Q. R. third square and checks*B.* K. to Q. B. square

2.

R. Q. to Q. B. fourth square and checks*B.* Q. B. to its third square

3.

R. Q. takes R. and checks*B.* K. to Q. Kt. second square

4.

R. Q. to adv. Q. Kt. square and checkmates.

—

(Or C)

3.

R. Q. to adv. K. square and checks*B.* Q. B. to its square

4.

R. Q. takes R. &c.

—

No. 70.

1.

R. K. R. to adv. K. R. square*B.* R. to adv. Q. B. second square (*or* A) (*or* B)

2.

R. Kt. to adv. Q. second square and checks*B.* K. to Q. R. square

3.

R. Q. Kt. P. one square and checks*B.* K. takes P.

4.

R. Kt. to adv. Q. B. fourth square and checks*B.* K. to Q. Kt. third square

5.

R. Q. R. to adv. Q. Kt. second square and checks*B.* K. to Q. R. fourth square

6.

R. K. R. takes R.*B.* R. to adv. K. R. second square

7.

R. K. R. to adv. Q. B. third, &c.

—

(Or A)

1.

R. K. R. to adv. K. R. square*B.* R. takes R.

2.

R. Kt. to adv. Q. B. third square and checks*B.* K. to Q. R. or Q. B. square

3.

R. Q. Kt. P. one square and checkmates.

—

(Or B)

1.

R. K. R. to adv. K. R. square*B.* Kt. to Q. third square

2.

R. Kt. to adv. *Q.* *B.* third square and checks*B.* K. to *Q.* *R.* square

3.

R. *Q.* *R.* to adv. *Q.* *R.* second square and checkmates.

—

No. 71.

1.

R. *R.* to adv. *Q.* Kt. square*B.* *R.* takes *R.* (*or A*)

2.

R. *Q.* *B.* *P.* one square, becomes a Kt. and gives double check*B.* K. to *Q.* *R.* square

3.

R. *R.* to adv. *Q.* *R.* second square and checkmates.

—

(*Or A*)

1.

R. *R.* to adv. *Q.* Kt. square*B.* *P.* becomes a *Q.*

2.

R. *R.* to adv. *Q.* *R.* square and checks*B.* *R.* takes *R.**

* If the Black take the *R.* with the *K.* Red must play his *K.* to adv. *Q.* Kt. third square, checking by discovery with the *B.*

3.

R. *P.* becomes a *Q.* checks, &c.

—
No. 72.

1.

R. *K.* *R.* *P.* one square and checks

B. *K.* to *K.* *R.* square (*or A*)

2.

R. *Q.* *B.* to *Q.* *Kt.* second square

B. *Q.* takes *B.*

3.

R. *K.* *R.* to *K.* square, &c.*

—
(*Or A*)

1.

R. *K.* *R.* *P.* one square and checks

B. *K.* to his *B.* square

* If the Black now play the *Q.* to *K.* *Kt.* second square, the following are the proper moves for the Red, viz.

4.

R. *Q.* *R.* takes *Q.*

B. *K.* takes *R.*

5.

R. *P.* becomes a *Q.* and checks

B. *K.* takes *Q.*

6.

R. *K.* to adv. *K.* *Kt.* third square

B. Cannot avoid the checkmate.

2.

R. K. R. to K. square, &c.

—

No. 73.

1.

R. R. to adv. Q. R. third square*B.* R. to K. Kt. square (*or* A)

2.

R. R. to adv. Q. R. second square and checks*B.* K. to his square

3.

R. K. to adv. K. third square, &c.

—

(Or A)

1.

R. R. to adv. Q. R. third square*B.* K. Kt. P. one square

2.

R. R. takes R.**B.* P. becomes a Q.

3.

R. P. becomes a Q. &c.

* Red might also play R. to adv. Q. R. second square, and afterwards take the R. or advance the P. to Q.

No. 74.

1.

R. *R.* to *K.* square and checks*B.* *R.* interposes

2

R. *R.* to *Q.* *B.* square*B.* *R.* takes *R.*

3.

R. *K.* takes *R.**B.* *K.* *R.* *P.* one square

4.

R. *P.* takes *P.* &c.

—

No. 75.

1.

R. *K.* *B.* to adv. *K.* square and checks*B.* *K.* takes *K.* *B.*

2.

R. *K.* to adv. *K.* third square*B.* *K.* *B.* to its third square (*or A*)

3.

R. *Q.* *P.* one square and checks*B.* *K.* to his *B.* square

4

R. *K.* takes *K.* *B.**B.* *Kt.* to adv. *K.* fourth square and checks

5.

R. K. to adv. K. Kt. third square, &c.

—

(Or A)

2.

R. K. to adv. K. third square

B. K. to his B. square

3.

R. Q. P. one square

B. K. to his Kt. square

4.

R. Q. P. becomes a Q. and checks

B. K. to his R. second square

5.

R. Q. to her second square, &c.

—

No. 76.

1.

R. B. to adv. K. fourth square

B. R. to adv. K. R. square

2.

R. Q. B. P. one square

B. R. to adv. K. B. square

3.

R. K. to adv. K. R. second square

B. R. to adv. K. R. square and checks

4

R. K. to adv. K. Kt. third square*B.* R. to adv. K. Kt. square and checks

5.

R. K. to adv. K. B. second square*B.* R. to adv. K. B. square and checks

6.

R. K. to adv. K. Kt. square **B.* R. to adv. K. R. square

7.

R. B. to K. B. fourth square*B.* R. to adv. K. R. fourth square

8.

R. B. to adv. K. Kt. fourth square*B.* R. to adv. K. Kt. fourth square

9.

R. B. to adv. Q. square*B.* R. to adv. K. Kt. square

10.

R. K. to adv. K. R. second square*B.* R. to adv. K. R. square and checks

11.

R. K. to adv. K. Kt. third square*B.* R. to adv. K. Kt. square and checks

* It would save time to play the B. to adv. K. B. third square, and then to adv. Q. square, &c.

12.

R. *B.* to adv. *K.* *Kt.* fourth square, &c.

No. 77.

1.

R. *Q.* *B.* to adv. *K.* *B.* square and checks

B. *K.* to his *R.* second square

2.

R. *R.* to *K.* *R.* square and checks

B. *R.* takes *R.*

3.

R. *Q.* *B.* to adv. *K.* *Kt.* second square

B. *Kt.* to *K.* fourth square and checks

4.

R. *Q.* *B.* takes *Kt.*

B. *R.* to adv. *K.* *B.* square

5.

R. *K.* *Kt.* *P.* one square, &c.

No. 78.

1.

R. *R.* to *K.* *Kt.* third square and checks

B. *K.* to *K.* *R.* second square (*or A*)

2.

R. *B.* takes *Kt.*

B. *R.* takes *B.*

3.

R. *K.* to adv. *K.* *B.* second square*B.* *K.* to *K.* *R.* square

4.

R. *R.* to adv. *K.* *Kt.* square and checks*B.* *K.* to *K.* *R.* second square

5.

R. *R.* to adv. *K.* *Kt.* third square, &c.

—

(Or *A*)

1.

R. *R.* to *K.* *Kt.* third square and checks*B.* *K.* to his *B.* square

2.

R. *B.* takes *Kt.* and checks*B.* *R.* takes *B.*

3.

R. *R.* to *Q.* *R.* third square*B.* *K.* to *K.* *Kt.* second square

4.

R. *R.* to adv. *Q.* *R.* second square and checks*B.* *K.* to *K.* *Kt.* square

5.

R. *R.* to adv. *K.* *B.* second square, &c.

No. 79.

1.

R. B. to Q. fourth square*B.* K. takes B.*

2.

R. P. becomes a Q.*B.* K. Kt. P. becomes a Q.

3.

R. Q. to adv. Q. Kt. third square and checks, &c.

—

No. 80.

1.

R. R. to Q. B. square*B.* R. takes R. (*or* A)

2.

R. P. one square*B.* K. to adv. Q. R. third square

* Black may also play as follows:—

1.

R.*B.* K. R. P. one square

2.

R. P. becomes a Q.*B.* K. R. P. one square

3.

R. Q. to adv. Q. Kt. second square, checks,
and then takes K. Kt. P. &c.

3.

R. K. to Q. B. third square*B.* K. to adv. Q. R. fourth square

4.

R. P. becomes a Q. checks, &c.

—

(Or A)

1.

R. R. to Q. B. square*B.* Q. Kt. P. one square

2.

R. P. one square*B.* K. to Q. R. fourth square

3.

R. P. becomes a Q. and checks*B.* K. to Q. Kt. third square

4.

R. Q. to adv. Q. Kt. square, checks, and then takes
Q. B. P.

—

No. 81.

1.

R. Q. R. P. one square*B.* K. R. P. one square

2.

R. K. to his B. third square*B.* K. to Q. B. third square

3.

R. K. to K. Kt. third square*B.* K. to Q. Kt. second square

4.

R. Q. B. P. one square*B.* K. to Q. R. third square

5.

R. Q. B. P. one square*B.* K. to Q. R. second square

6.

R. K. takes P.*B.* K. to Q. Kt. square

7.

R. Q. R. P. one square, &c.

—

No. 82.

1.

R. R. to adv. Q. B. square and checks*B.* R. takes R.

2.

R. Q. Kt. P. one square and checks*B.* K. to Q. Kt. square

3.

R. K. to adv. Q. Kt. third square*B.* R. to Q. B. third square and checks

4.

R. K. takes *R.**B.* K. *R.* *P.* one square *

5.

R. K. to adv. *Q.* *Kt.* third square, and then check-
mates with *Q.* *R.* *P.*

—

No. 83.

1.

R. *R.* to adv. *Q.* square and checks*B.* K. to *Q.* *Kt.* second square

2.

R. *R.* to adv. *Q.* *Kt.* square and checks*B.* K. takes *R.*

3.

R. *Kt.* to adv. *Q.* *B.* third square and checks*B.* K. to *Q.* *Kt.* second square

4.

R. *Kt.* takes *Q.* &c.

—

No. 84.

1.

R. *B.* to *Q.* *R.* square*B.* K. takes *B.*

* If instead of this move Black should play the K. to *Q.* *R.* second square, Red must play K. to adv. K. *B.* second square, &c.

2.

R. K. to Q. B. second square*B.* Q. Kt. P. two squares

3.

R. P. one square*B.* P. one square

4.

R. P. one square*B.* P. one square and checks

5.

R. K. takes P.*B.* K. to adv. Q. Kt. square

6.

R. P. becomes a Q. &c.*—
No. 85.

1.

R. K. Kt. P. one square, becomes a Q. and checks*B.* K. takes Q.

2.

R. K. to adv. K. Kt. third square*B.* Q. Kt. P. one square

* If the Black advance Q. R. P. to Q. Red must play the Q. to K. R. second square, and Black cannot avoid being checkmated in three moves.

3.

R. *R.* to adv. *Q.* *R.* square and checks*B.* *K.* *B.* to its square

4.

R. *K.* *B.* *P.* one square and checks, &c.

—

No. 86.

1.

R. *R.* to *K.* *R.* fourth square*B.* *B.* to adv. *Q.* square *

2.

R. *R.* to *Q.* fourth square*B.* *B.* to adv. *Q.* *Kt.* third square

3.

R. *P.* one square*B.* *B.* to adv. *Q.* *B.* second square

4

R. *K.* to adv. *Q.* third square*B.* *B.* to *K.* *B.* fourth square

* Black may also play the *B.* to adv. *K.* *B.* third, to adv. *K.* second, to *Q.* second or to *Q.* *B.* square,—if he play it to adv. *K.* *B.* third, or *K.* second square, Red must play *K.* to adv. *K.* third square ;—if Black play the *B.* to *Q.* second square, Red must check and then play *K.* to adv. *K.* third square, and if Black play *B.* to its square, Red must check, then take the *B.* afterwards play the *K.* to adv. *K.* third square, and then advance the *P.* &c.

5.

R. *R.* to *K. B.* fourth square*B.* *B.* takes *P.*

6.

R. *R.* to adv. *K. B.* square and checks*B.* *B.* to *K.* square

7.

R. *R.* to adv. *K. R.* square, &c.

—

No. 87.

1.

R. *R.* to *K. Kt.* square*B.* *R.* takes *R.* *

2.

R. *K. Kt. P.* one square*B.* *R.* to adv. *K. B.* square

3.

R. *P.* becomes a *Q.* &c.

—

No. 88.

1.

R. *B.* to *Q. Kt.* third square*B.* *Q.* takes *B.* (or *A.*)

* If the Black play *K.* to his *B.* square, Red will take the *K. Kt.* *P.* and easily win.

2.

R. R. to adv. K. square and checks*B.* K. to K. B. second square

3.

R. Kt. to adv. Q. third square and checks*B.* K. to his Kt. third square

4.

R. K. R. P. one square and checks*B.* K. to K. Kt. fourth square

5.

R. K. B. P. one square and checks*B.* K. to his R. third square

6.

R. Kt. to adv. K. B. fourth square and checkmates.

—

(Or A.)

1.

R. B. to Q. Kt. third square*B.* Kt. to Q. fourth square

2.

R. B. takes Kt.*B.* Q. takes B.

3.

R. Kt. to adv. K. second square, checks, and wins
the Q.

No. 89.

1.

R. Q. B. P. one square and checks*B.* K. to Q. B. square

2.

R. Kt. to adv. Q. Kt. third square and checks*B.* K. to Q. Kt. second square

3.

R. K. takes B.*B.* Q. Kt. P. one square, becomes a Q. (*or* A) ,

4.

R. Q. B. P. one square, becomes a Q. and checks*B.* K. takes Kt.

5.

R. Q. to adv. Q. Kt. square, checks, &c.

—

(*Or* A)

3.

R. K. takes B.*B.* K. takes P.

4.

R. Kt. to adv. Q. fourth square and checks*B.* K. to Q. square

5.

R. Kt. takes P.*B.* K. to his square

6.

R. K. to adv. K. B. third square*B.* K. to his B. square

7.

R. K. Kt. P. one square*B.* K. to K. Kt. square

8.

R. K. Kt. P. one square, &c.

—

No. 90

1.

R. Q. B. to K. third square*B.* Q. takes R. (*or* A)

2.

R. Q. B. takes Q. R. P. and checks*B.* K. takes Q. B.

3.

R. K. B. to adv. Q. B. square and checks*B.* K. to Q. Kt. square

4.

R. Q. to adv. Q. R. square and checks*B.* K. takes Kt.

5.

R. Q. to adv. Q. Kt. second square and checks*B.* K. to Q. square

6.

R. Q. to adv. Q. second square and checkmates.

(Or A)

1.

R. Q. B. to K. third square

B. R. to adv. Q. B. square and checks

2.

R. Q. B. takes R.

B. Q. takes R.

3.

R. Q. to adv. Q. Kt. fourth square and checks

B. K. takes Kt.

4.

R. Q. to adv. Q. Kt. second square and checks

B. K. to Q. square

5.

R. Q. to adv. Q. B. square and checkmates.

—

No. 91.

1.

R. K. R. P. one square and checks

B. R. takes P. (or A)

2.

R. R. takes R.

B. P. takes Q.

3.

R. R. to adv. K. R. second square and checks

B. K. to his B. square

4

R. *R.* to adv. *Q.* square and checks

B. *K.* to his second square

5.

R. *R.* to adv. *K.* square and checkmates.

—

(Or A)

1.

R. *K.* *R.* *P.* one square and checks

B. *K.* to his *B.* square

2.

R. *R.* to adv. *Q.* square and checks

B. *K.* to his second square

3.

R. *R.* takes *R.*

B. If the Black take the *Q.* Red will checkmate with the *R.*—if Black play *Q.* to her *B.* third square, Red must take the *Kt.* with the *Q.* and if the Black take the *R.* and check, Red must interpose the *Q.* and will easily win.

—

No. 92.

1.

R. *Q.* to adv. *Q.* *R.* square and checks

B. *K.* to *K.* *R.* second square

2.

R. K. B. to adv. K. B. second square*B.* Kt. to K. second square (*or A*)

3.

R. Q. to K. fourth square and checks*B.* Kt. to K. Kt. third square

4.

R. R. takes R.*B.* P. takes R.

5.

R. Q. takes Q. B. P. &c.

(Or A)

2.

R. K. B. to adv. K. B. second square*B.* Q. to adv. Q. second square

3.

R. R. takes R.*B.* Kt. to K. R. third square

4.

R. Q. to K. fourth square and checks*B.* K. to his R. square

5.

R. Q. to adv. K. square and checks*B.* K. to his R. second square

6.

R. B. to adv. K. Kt. third square and checkmates.

No. 93.

1.

R. Q. to adv. Q. Kt. second square and checks*B.* K. to Q. square

2.

R. R. to adv. Q. R. square and checks*B.* If the Q. interpose, Red will take the R. and afterwards the Q. therefore,*R.* to Q. B. square

3.

R. Q. to adv. Q. B. second square and checks*B.* K. to his square

4.

R. R. takes R. &c.

—

No. 94.

1.

R. B. to Q. fourth square*B.* Q. Kt. to adv. Q. Kt. second square

2.

R. K. to Q. B. second square **B.* Q. Kt. to adv. Q. square

* If the Red were to play the B. to adv. K. Kt. second square, Black would draw the game, by checking with K. Kt. at adv. K. second square, and on Red moving the K. to Q. B. second square, Black would repeat the check at adv. Q. fourth square, and thus give a per-

3.

R. B. to adv. K. Kt. second square*B.* Q. Kt. to adv. K. third square and checks

4.

R. K. to Q. B. square*B.* Q. Kt. to adv. Q. square

5.

R. B. to adv. K. fourth square*B.* Kt. to adv. Q. Kt. second square

6.

R. K. to Q. B. second square*B.* Q. Kt. to adv. Q. square

7.

R. B. takes P.*B.* Q. Kt. to adv. Q. Kt. second square

8.

R. B. to adv. K. fourth square*B.* Q. Kt. to adv. Q. square

9.

R. P. one square*B.* Q. Kt. to adv. K. third square and checks

10.

R. K. to Q. B. square*B.* Q. Kt. to adv. Q. square

petual check, as Red cannot take the Kt. without stalemating his adversary, nor move the K. to his Q. second square without losing the game, as the Black would move the K. and afterwards advance the P. to Q.

11

R. P. one square*B.* Q. Kt. to adv. Q. Kt. second square

12.

R. K. to Q. B. second square*B.* K. Kt. to adv. Q. square

13.

R. P. one square*B.* K. Kt. to adv. K. third square and checks

14

R. K. to Q. B. square*B.* K. Kt. to adv Q. square

15.

R. P. one square*B.* K. Kt. to adv. Q. B. third square

16.

R. K. to Q. B. second square*B.* Q. Kt. to adv. Q. square

17.

R. P. becomes a Q. and wins easily.

—

No. 95.

1.

R. Q. R. P. one square and checks*B.* K. to Q. R. square

2.

R. Q. to adv. Q. fourth square and checks*B.* If the B. interpose, Red will take the Q. and
win easily, therefore,

Q. takes Q.

3.

R. Kt. takes Q. B. P. and checks*B.* K. takes Q. R. P.

4.

R. Kt. takes Q. and checks*B.* K. to Q. R. third square

5.

R. Q. Kt. P. one square and checks*B.* K. to Q. R. fourth square

6.

R. R. to adv. Q. R. second square and checks*B.* B. interposes

7.

R. R. takes B. and checkmates.

—

No. 96.

1.

R. R. to K. B. square and checks*B.* R. takes R.

2.

R. K. Kt. P. becomes a Q.*B.* Q. Kt. P. one square

3.

R. Q. to adv. K. Kt. second square*B.* R. to adv. K. Kt. square (*or* A) (*or* B)

4.

R. Q. to adv. K. fourth square*B.* R. to adv. K. square

5.

R. Q. takes R. and checks*B.* Q. Kt. P. becomes a Q.

6.

R. Q. to Q. B. third square and checks*B.* Q. to adv. Q. Kt. second square

7.

R. K. to adv. Q. B. fourth square*B.* K. to adv. Q. Kt. square

8.

R. Kt. to Q. R. third square and checks*B.* K. to adv. Q. R. square

9.

R. Q. to K. square and checks, &c.

—

(Or A.)

3.

R. Q. to adv. K. Kt. second square*B.* R. to adv. K. R. square

4.

R. Kt. to Q. fourth square*B.* R. takes P. *

5.

R. Kt. to Q. Kt. third square and checks*B.* K. to adv. Q. Kt. square

6.

R. Q. to adv. K. Kt. third, &c.

—

(Or *B*)

3.

R. Q. to adv. K. Kt. second square*B.* K. to adv. Q. Kt. square

4.

R. Kt. to Q. R. third square and checks*B.* K. to adv. Q. R. square

5.

R. Kt. to Q. B. fourth square*B.* R. to adv. K. B. second square

6.

R. K. to adv. Q. Kt. fourth square*B.* R. to adv. K. Kt. second square

* If the Black were to advance the P. to Q. Red would give double check and checkmate.

7.

R. Q. to her fourth square*B.* R. to adv. Q. B. second square

8.

R. K. to Q. Kt. fourth square*B.* K. to adv. Q. Kt. square

9.

R. Kt. to Q. R. third square and checks*B.* K. to adv. Q. B. square

10.

R. Q. to K. Kt. square, checks, &c.

—

No. 97.

1.

R. R. to adv. Q. Kt. square and checks*B.* Kt. takes R.

2.

R. Q. R. P. one square*B.* Kt. must remove, and the game is drawn as the
Red is stalemated.

—

No. 98.

1.

R. Kt. to adv. Q. second square and checks*B.* Kt. takes Kt.

2.

R. K. to adv. K. R. square

B. Black must take the P. with the B. and the game is drawn by a stalemate; if Black instead of taking the P. with the B. were to play the Kt. to K. B. third square, he would lose the game by Red's checking with the P. and then taking the Kt. with the other P.

—

No. 99.

1.

R. K. B. P. one square*B.* K. R. to K. B. square (*or A*)

2.

R. R. to K. Kt. third square*B.* R. takes R.

3.

R. K. Kt. P. one square and checks*B.* R. must take P. and the Red is stalemated.

—

(*Or A*)

1.

R. K. B. P. one square*B.* K. R. takes K. Kt. P. and checks

2.

R. P. takes R.*B.* R. to adv. Q. R. second square and checks

3.

R. K. to adv. K. Kt. fourth square*B.* Q. R. to adv. K. Kt. second square and checks

4.

R. K. to adv. K. B. third square and will win.

—

No. 100.

1.

R. Q. R. to adv. Q. square and checks*B.* K. to adv. Q. B. third square

2.

R. K. R. to its third square*B.* Q. takes R.

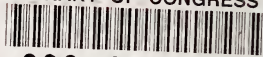
3.

R. R. to Q. third square and checks. Black must take the R. and the game is drawn; if instead of taking the R. he were to move the K. Red would win the game but not easily.

THE END.

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